CU AMIGA

JUNE 1991 £2.95
DM16 PTA 770 L11300
AN EMAP PUBLICATION

THE COMPLETE GUIDE TO THE AMIGA

DPAINT 4 EXCLUSIVE!

NO DISK ATTACHED?
ASK YOUR NEWSAGENT

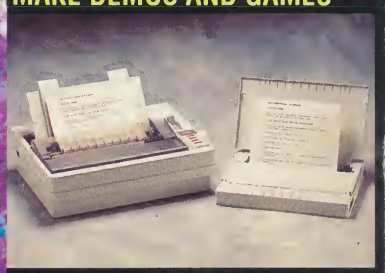
GREAT TUTORIALS ON DISK *AND* INSIDE!
ONLY £2.95

NO DISK ATTACHED?
ASK YOUR NEWSAGENT

HOW TO...



MAKE DEMOS AND GAMES



CHOOSE THE RIGHT PRINTER



HAVE A BLAST AND...



THROW A WILD PARTY

9 770963 009006

NEWS, PREVIEWS, HINTS AND REVIEWS ON OVER 100 GAMES INCLUDING BEAST BUSTERS • SEARCH FOR THE KING • ROD-LAND • R-TYPE 2 • DAS BOOT • COHORT • TRIAL BY FIRE • FIRE AND ICE • PEGASUS • MEGA-TRAVELLER • PLUS PAGES OF TECHNICAL HINTS AND TIPS AND REVIEWS OF THE LATEST IN PRODUCTIVITY SOFTWARE

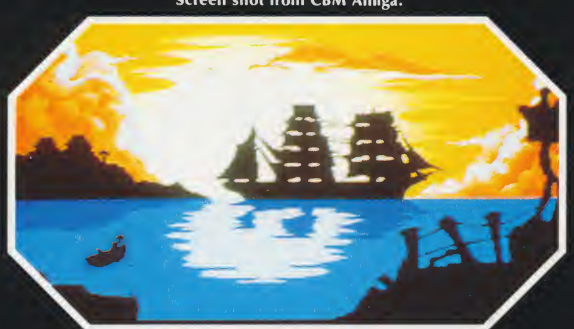
IT'S GOT TO BE G

THE VERY BEST SOFTWARE ENTERTAINMENT, SOU
BY BRITAIN'S MOST EXCITING AND INN

CRUISE FOR A CORPSE™



Screen shot from CBM Amiga.



Based in the 1920's, Inspector Raoul Dussentier is aboard a ship in the Mediterranean. But no sooner has the cruise begun when Raoul is summoned to investigate a crime – the murder of his host Niklos Karaboudjan, the Greek shipping magnate. It's up to Raoul to throw some light on this sinister mystery!

- *Wide range of actions, including the option to question other characters in true Agatha Christie style.*
- *PC version features 256 colours, Ad Lib & Roland sonic support.*
- *Amiga version features 32 colours.*

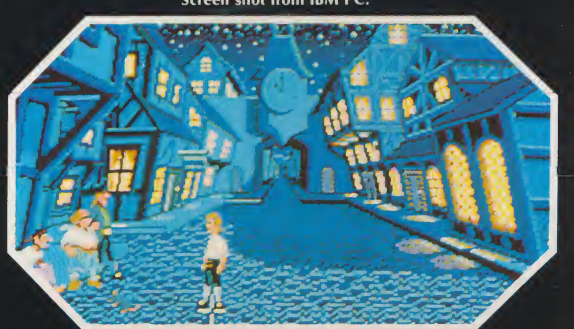
ATARI ST, AMIGA & PC (CGA, EGA, VGA, TANDY AD-LIB & ROLAND).

© 1991 DELPHINE SOFTWARE. All rights reserved. Cinématique is a trademark of Delphine Software.

THE SECRET OF MONKEY ISLAND™



Screen shot from IBM PC.



A comedy set during the "golden age" of piracy in the Caribbean. The game's twisty plot leads our hero, fresh from the old world, on an hilarious, complex, swash-buckling search for the fabled Secret of Monkey Island.

- *Features dazzling 3D graphics, an original reggae sound track and a point 'n' click no-typing interface.*
- *A wide variety of original entertaining puzzles, unravel hidden meanings in hilarious repartee.*
- *Proportionally scaled animated characters and cinematic pans and camera angles.*

ATARI ST, AMIGA & PC (EGA, CGA, VGA, MCGA, AD-LIB, ROLAND and MT32 SOUND).

© 1990 Lucas Arts Entertainment Company. All rights reserved.

Cinématique™ DELPHINE SOFTWARE

U.S. GOLD®

LUCASFILM™ GAMES

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

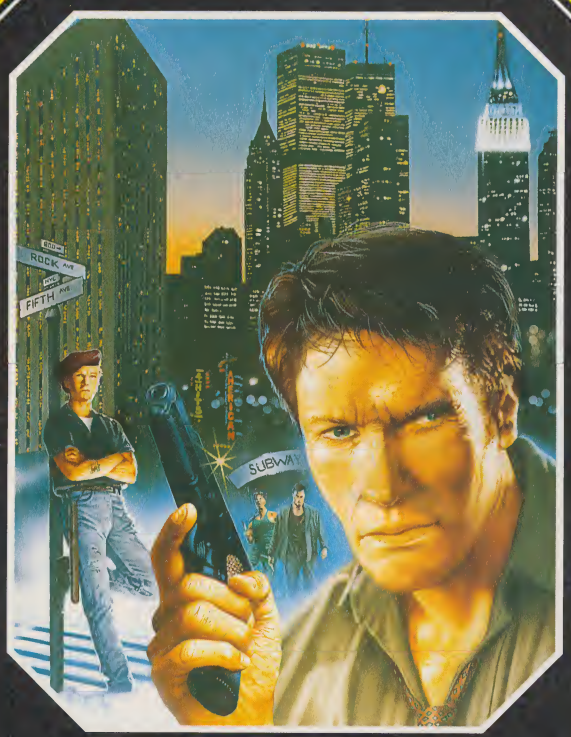
NEED HELP? CALL THE GOLD PHONE HINTS & TIPS LINE

HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: 0898 442025 CURSE OF THE AZURE BONDS • POOL OF RADIANCE • CHAMPIONS OF KRYNN TEL: 0898 442026
LUCASFILM HELPLINE • COMPETITION • INDIANA JONES • ZAK MCKRACKEN • MANIAC MANSION • LOOM • SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL: 0839 654123
Service provided by KEENHELME PLC., CANTERBURY HOUSE, NEWHALL STREET, BIRMINGHAM B3 1LH

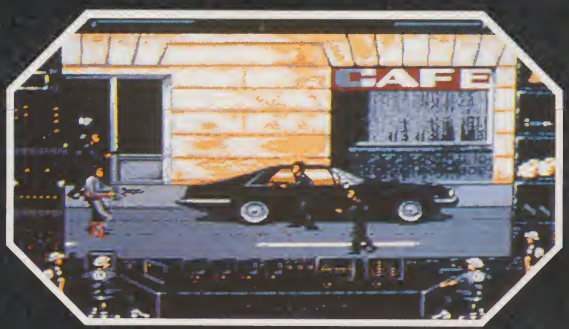
OOD TO BE GOLD!

RCED FROM AROUND THE WORLD, OR CREATED
OVATIVE DEVELOPMENT TALENT.

CRIMEWAVE™



Screen shot from IBM PC.



A POWERFUL DETECTIVE DRAMA!

A powerful crime syndicate has taken over large areas of our major cities, turning them into a vast criminal wasteland. Arson, extortion, drug distribution and now ... terrorist abduction!

Your purpose: Wipe out the criminal organisation and rescue the President's daughter.

- ***More than a "shoot em-up" game. Crimewave contains secret rooms, switches, keycards, different weapons, varying levels of difficulty along with a variety of other strategy elements that provide endless hours of challenge and excitement.***
- ***A multitude of brilliant 256 colour scrolling game screens.***
- ***Incredible digitalised "Motion Graphics" (featuring real actors and models).***

ATARI ST, AMIGA & PC (EGA, MCGA, VGA, TGA and REAL SOUND™).

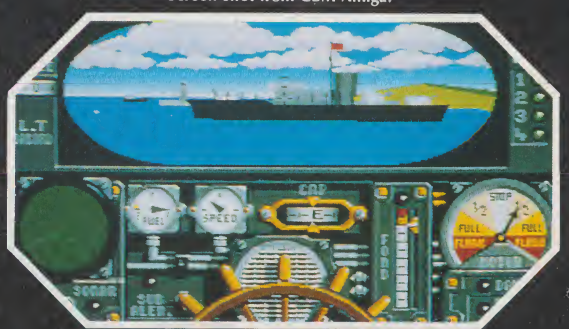
© by ACCESS SOFTWARE, INC. 1990. All rights reserved.

ACCESS™ Software Incorporated

A.D.S.™
ADVANCED DESTROYER SIMULATOR
From the creators of Sherman M4



Screen shot from CBM Amiga.



It's World War II – the naval forces of the world are waging war in fierce and unrelenting sea battles ... You must command the destroyer and succeed in beating naval and air forces in 15 challenging missions.

A.D.S. is a stunning sea battle simulator using 3D technology.

- ***40 page manual includes detailed maps of the combat zones together with historical and technical information.***
- ***Adjustable difficulty level will suit all levels of player.***

ATARI ST, AMIGA & PC (EGA, CGA).

© 1991 Futura. All rights reserved.

U.S. GOLD®

FUTURA DISCOVER FUTURA TODAY!

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

BUCK ROGERS • SECRET OF THE SILVER BLADES • EYE OF THE BEHOLDER (When Released) **TEL: 0898 442030** OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE **TEL: 0839 654284**
NEW RELEASES • COMPETITION **TEL: 0839 654124** COMPETITION - £200.00 WORTH* OF US GOLD GAMES TO BE WON EACH MONTH. * *At Retail Prices*
If you are under 18 please get permission to use the telephone. Calls cost 34p per minute cheap rate, 45p per minute all other times.

NEED HELP? CALL THE **GOLD PHONE** HINTS & TIPS LINE

CU AMIGA



Above: It's the best party in town. Learn how to make great party invites to wow your friends. Turn to page 36 to see how it's done.
Below: The battle of the printers begins on page 158.



CONTENTS

EDITOR
Steve James

DESIGN EDITOR
Andrew Beswick

DEPUTY EDITOR
Dan Slingsby

TECHNICAL EDITOR
Mat Broomfield

STAFF WRITER
Mark Patterson

EDITORIAL CONSULTANT
Steve Merrett

EDITORIAL ASSISTANT
Fiona Keating

DESIGNER
Jenny Abrook

ADVERTISING MANAGER
Tom Glenister

SENIOR SALES EXECUTIVE
David Corrie

CLASSIFIED/ PRODUCTION MANAGER
Remzi Salih

PUBLISHER
Garry Williams

EDITORIAL ADVERTISING
071-251 6222

COVER PHOTO BY NICK KNIGHT
Thanks to Charlotte and Ian (iD mag)

CU AMIGA Offices -
Priory Court,
30-32 Farringdon Lane,
London. EC1R 3AU.
Tel: 071 251 6222
Fax: 071 490 1094
Distribution - BBC Frontline Ltd,
Park House, Park Road,
Peterborough PE1 2TR
Tel: 0733 555161
Subscriptions - PO Box 500,
Leicester LE99 0AA
Enquireries - Tel: 0858 - 410510
Order Line (answerphone)
0858 - 410888
Back Issues - P.O. Box 500,
Leicester, LE99 0AA.
Tel: 0858 - 410510.
ISS 0265 -721X

ABC 50,170 July-Dec 1990
Member of Audit Bureau of Circulation



There's a whole lot of shakin' goin' on. Turn to page 74 for a full review of Accolade's Elvis game, *Search For The King*.

REGULARS

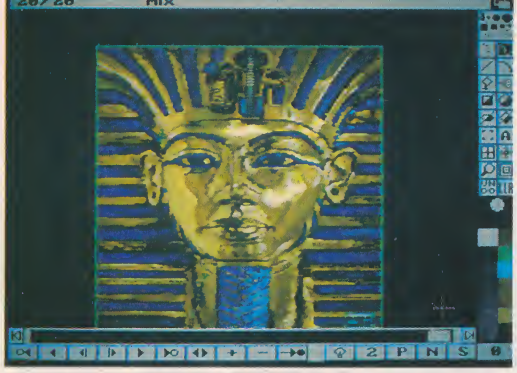
8 BUZZ
16 UPFRONT
18 CD-TV
22 BACKCHAT
48 CU COLLECTION
52 AND NOW...
110 VFM
126 HELPLINE
132 DEMOS
143 PD UTILITIES
152 Q AND A
178 NEXT MONTH

SPECIALS

24 DPAINT 4 The ultimate graphics tool makes its appearance at last, and CU are the first to take a look at its promised features. Mat Broomfield puts it through its paces.
66 WHAT'S DEVELOPING? CU roots around in the world of game design and offers a few pointers on how to get a foot-hold in this precarious business.
76 THANK YOU MA'AM... Elvis Aaron Presley was the undisputed King of rock'n'roll. Star of countless cornball films and frequenter of the charts for years on end, his death in 1977 stunned his legion of loyal fans. Dan 'Priscilla' Slingsby takes a look at the life of the legend.
100 MIRRORSOFT COMPO Win mucho £££s worth of Mirror Image releases in our competition to win every game that the label will be releasing this year, including the likes of *TV Sports Football*, *Xenon II*, and *Rocket Ranger*.

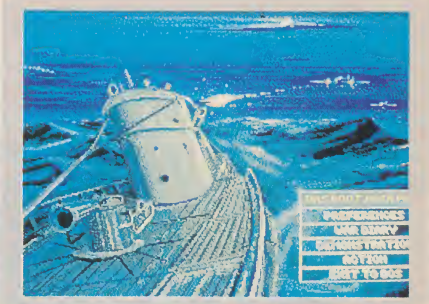
DOUBLE DISK DELIGHT!

No, it's not a new ice cream! It's the only way to describe the plethora of useful utilities and games that's on our two cover-mounted disks. With Mirrorsoft's *Gravity* gracing the first disk in its entirety, and the second disk featuring a fully playable level of Core's *Warzone*, and a neat 1MEG only game called *Cave Runner*, games players are fully catered for. In addition, we also have a great sound package which allows the user to produce superb soundtracks, a boot block installer, a lightshow, something new in the line of fonts, plus loads more great utlities. . . .



The secrets of Tutankhamen and EA are revealed in an exclusive preview of the amazing *DPaint IV*. Read it here first!

CU takes a nautical theme with reviews of *Navy Seals*, Ocean's tough platform shoot 'em up based on the crack American naval unit, and *Das Boot*, a German submarine sim based on the famous book and film of the same name.





If anything, the games coverage in CU is now even better, and this month we have got massive reviews of all the latest releases. Heading the line up is the superbly gory *Beast Busters* with its flesh-eating antics, and lining up behind it for a piece of the action are *Search For The King, Navy Seals, Metal Mutant, Mega Traveller, Trial By Fire,* and *R-Type II*.

GAMES

42 IN DEVELOPMENT Steve Merrett takes an early look at two of the hottest blasters set to burn the very cathodes of your monitors and TVs: *Prehistorik* and *Frenetic*, and goes seriously cute with Storm's *Rodland*. And Mark Patterson gets mistaken for Medusa whilst looking at System 3's *Myth*.

54 FIRST IMPRESSIONS More early peeks as CU puts a fancy tea towel on its head and breaks through the swirling mists of time to bring you all the information on the hottest up-and-coming titles.

105 ROUND UP Any games that didn't make it for a main review can be found here, as we go adventuring with the Famous Five before getting totally knackered with Janghir Khan.

118 PLAY TO WIN Mark Patterson recruits the country's best games players and brings you the most informative tips on all the best games. This month, U.S. Gold's baffling *Eye Of The Beholder* has its insides exposed, and *Bard's Tale III* is thoroughly dissected.

TECHNICAL

30 CLIMB ABOARD CU takes you on a guided tour of the mysteries surrounding CLI, offers a step by step trip through the processess involved in adding graphics and a snazzy musical score to your demo using the latest PD software. **36 TRICKS WITH TYPE** You don't have to have a degree in design to produce great graphics. Peter Lee shows you how to bring those boring old Workbench fonts back to life!

158 BUBBLE AND SQUEAK If you're considering buying a good quality printer, but can't afford a laser, read on as Mat 'Actionman' Broomfield takes a comparative look at two machines that have not received as much attention as they deserve; the Canon BJ-10e, and the Citizen 24D. **163 GETTING SHIRTY** Can you print your own T-shirts? Steve Chance and his A500 show you how.

164 PHASER ON STUN Hunt and trap that nasty virus with this invaluable hardware from Digital Applications. **165 NORSEY BUT NICE** Time to take a look at a sizzling trio of new Danish productivity programs. Whether you want to write a letter, sample a song or work out your business accounts, this is the place to look. **175 AMIGA NIGHT CLUBS** A computer is playing at a night spot near you. We sent Rik Haynes and his bobble hat to spotlight this trend. If it's in or it's out Rik'll shake it all about. . . .





REVIEWS

60 BEAST BUSTERS
71 R-TYPE II
74 SEARCH FOR THE KING
81 COHORT
82 METAL MUTANT
85 NAVY SEALS
88 DAS BOOT
91 TRIAL BY FIRE
97 MEGA TRAVELLER
103 WARZONE

ROUND UP

105 JK SQUASH
105 QUADREL
106 DISC
106 ENCOUNTER
109 I PLAY 3D SOCCER
109 THE FAMOUS FIVE

WELCOME TO the party

THE FUTURE NOW!

We've always brought you the best in Amiga games, and we always will. We're not known in the industry as the Number One Amiga games magazine for nothing! But from this issue onwards we'll be ADDING to the mag by bringing you a whole host of entertaining features that will help you unleash the power in your Amiga!

WHO'S THAT MAN?

Let's have a big hand for CU's newest staff member, our new Tech Ed, Mat Broomfield, who's going to be handling all the technical bits and bobs from now on. Hailing from Basildon (well, someone has too), Mat's also a brilliant gamesplayer and is currently beating all-comers at *Supercars 2*. Born to American and Welsh parents, he counts Sir Walter Raleigh as a distant ancestor and is forever lying down in puddles so the rest of the staff can walk over him and not get their feet wet. Perhaps that also explains why he's constantly got three cigarettes on the go at once and has a penchant for fiddling with his bowls (being something of an expert player). In the sporting field, Mat's also something of a daredevil liking nothing better than a spot of mountain climbing, parachuting, stunt skating and springboard diving but we'll be putting him in intensive training so he can join the CU Elbow-lifting team as soon as possible.

If it's qualifications you're after, 27 year-old Mat's probably got a few left over that you can have. As well as having taught computing for a living and owned and managed two computer shops, he's also written for virtually every computer magazine on the planet. In his spare time Mat likes to dabble at computer graphics (which we'll be showing you more of in upcoming issues) and is a part-time musician.

WATCH OUT FOR THE DISK SYMBOL

CU Amiga recognises the fact that you DO things with a computer, so watch out for great tutorials that link articles to our coverdisks. They'll be relevant, useful and we hope that they'll entertain you.

WATCH OUT FOR THE THEMES

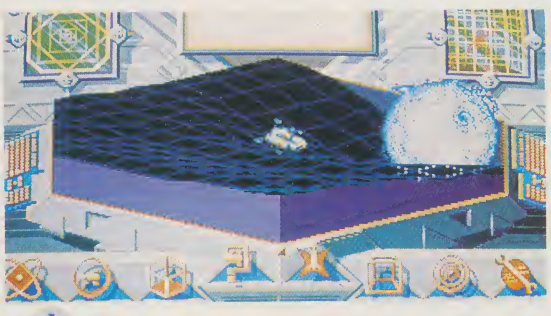
This issue we feature a series of related articles that strip away the mysteries behind the Amiga and tell you how to make your own demo complete with snazzy graphics and top-rated sounds.

You'll be able to read CU Amiga at several different levels. Imagine that you're about to throw a party. You'll want to design the invites, you'll want to know what to use to print them; you'll want something to show off to your friends, and you may even want to make yourself some themed garb. OK, we'll show you how. . .

But on the other hand, if that's not to your taste, then what we have this issue are informative features on disk preparation, graphic routines, composition, computer typography, Amos BASIC, flexi dumps and bubble jet printers. We promise that we'll show you how to get the best from your machine – but, rest assured, we'll cater for all levels of ability.

WATCH OUT FOR THE FUN

CU Amiga will be taking a fun yet authoritative look at all things Amiga as only *we* can. We aim to be the The Complete Guide To The



1



2



3

Decked out in paper hats, coloured streamers and tasteful hawaiian shorts, the CU crew are in something of a party mood this month! Why not? This is the biggest issue of CU Amiga ever to hit the streets – a whopping great 180-pages on all things Amiga, two jam-packed disks stuffed full with complete games, playable demos and brill utilities and a 24-page Do-It-All Amiga supplement, all for only £2.95!

Amiga. Each 180-page giant will offer all you need to know to transform your games machine into a powerful home computer capable of stunning graphics, amazing sounds and whatever else we can cram into our pages.

Finally, our thanks to Adam Watts, Steve Chance and Lynton Trevithian for their consultations, tea and support during the planning of this issue.

DISK TUTORIALS

1 GRAVITY

What goes up must come down – and you'll never feel down playing this superb, mouse-driven game from Imageworks. There's masses of instructions in the CU Collection – and hours of playing time to be had. Guaranteed to get your synapses a-sizzling

CU COLLECTION - PAGE 48

2 DEATH DRAMA

Getting bored with all your old arcade games? Yes? Just as well we've included a really tasty playable demo of Core's latest blast 'em up, *Warzone*.



4


3

Fight your way through battle-packed screens of blood-thirsty mercenaries and kill-crazy terrorists! To load it, press the left mouse-button to turn the music off, then either press F1 or click on the F1 button using the mouse.

Warning If you don't turn the music off before attempting to load, *Warzone* will crash your computer.

CU COLLECTION - PAGE 48

3 ONE MEG SPECIAL

For those of you who own a 1 MEG machine, there's an extra full game called *The Cave Runner*. This fast and furious *Boulderdash*-style game has you racing around caves, avoiding boulders and monsters, bursting balloons, and collecting treasure. Almost worth buying a MEG for!

CU COLLECTION - PAGE 48

4 STARTUP UTILITIES

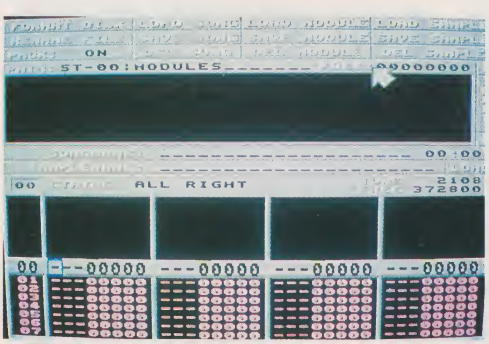
On the disk are a host of useful routines that you can use in your own startup sequence to give your demos that touch of class. Also included is *Utility Boot Maker*, a great program that lets you install your own virus protecting boot block. As an added bonus, the program also adds a controller program that lets you switch drives and memory off before your demos load.

STARTUP WITH STYLE - PAGE 33

5 FONT GIVEAWAY

We give you a large size poster font to use in your own artwork. Called Blacksh, it is a smart-looking 3D style font with a drop shadow effect.

TRICKS WITH TYPE - PAGE 36



5

6 MAKING SWEET MUSIC

Adding music to your demos can be a very time consuming business, so we've given you an easy to use music utility that follows in the tradition of *Soundtracker* and *Noisetracker*. *Protracker* features several new options, and will be the perfect tool to accompany our future music features. As an extra, we've also put *Noiseplayer* on the disk. *Noiseplayer* lets you add your tunes to any demos with a minimum of fuss. Two sample modules, Axel F and Space-Song, allow you to hear what tuneful results can be achieved.

MAKING TRACKS - PAGE 148

7 WOW, LOOK AT THE PRETTY LIGHTS MOM

For all you budding DJs out there, you'll find a truly awesome lightshow program on the disk. Load it up and then sit back as your senses are blasted into oblivion by the swirling, flashing panorama of colours!

DISCO LIGHTSHOW - PAGE 175

OI, WHERE'S MY UTILITIES!?

The more observant of you will doubtless notice that there are only five menu options on the disk, although it is in fact crammed full of razzy routines and nifty utilities. To access the other bits, which are hidden in various directories, you'll have to read the associated features...


6

BUZZ

Aliens III set for Crimbo release... Tank Girl heads for the Amiga... Fred Fish collection makes its CDTV debut... World's first holographic coin-op hits the arcades... Mindscape in Miracle signing... Ocean Hook a winner...

HOLOGRAM GAMES

First there was R360, the machine that turns you upside-down while you're playing *G-Loc*. Quite an interesting sensation! Then there was the launch of W Industries' Virtual Reality Coin-op – which turns playing a simple vid into another level of experience entirely. And now Sega has come up with yet another whizz-bang idea that will have all the techno-freaks reaching for the incontinence pads – holographic video games!

What Sega has done is produce a game with animated holograms, where the images are of real actors playing out an adventure! The first game using this stunning technology is called *Time Traveller* and should be in the arcades later this Summer.

In *Time Traveller*, you play the part of a Cowboy, who has to save the girl from another time zone, etc, etc. The gameplay seems to be more like the sort found in *Dragon's Lair* (where your joystick movements trigger set animations) rather than being 100% interactive, but there's no denying that the results look and sound staggeringly impressive.



ALIENATED

The rights to the only film capable of rivalling Arnie's Terminator 2 have been snapped up by Mirrorsoft. Aliens 3 is set to smash box office records when it's released later this year, as Ripley and co do battle with the Aliens for what the producers are saying is the last time.

Information is sketchy as to what form the game will take, but the conversion will be handled by Probe who claim it will be completely original.

The film is set on a planet inhabited by monks, played by Brit actors unknown in the States, such as Charles Dance and Paul McGann. Owing to her dislike of weapons, Sigourney Weaver's contract states that she's not to use any guns, so the good guys are armed only with knives and clubs.



EN-LIGHT-ENING

Trojan have come up with a neat alternative to the the humble Amiga mouse. They're claiming their new lightpen is compatible with more than just art packages.

Because the pen has two buttons it can operate the same way as a mouse. This means it can be used with games such as *Battle Chess* and *Bard'sTale 3*. The pen comes complete with an art package, although it can be used with the *D-Paint* series.

Retailing at £39.99, the pen should be available by the end of July.

TRIGGER-MORTIS

First of this month's new *OP-Wolf* games is *Steel Gunner* from Virgin. Unlike Ocean's *Space Gun*, this will be set in various down-to-earth war zones.

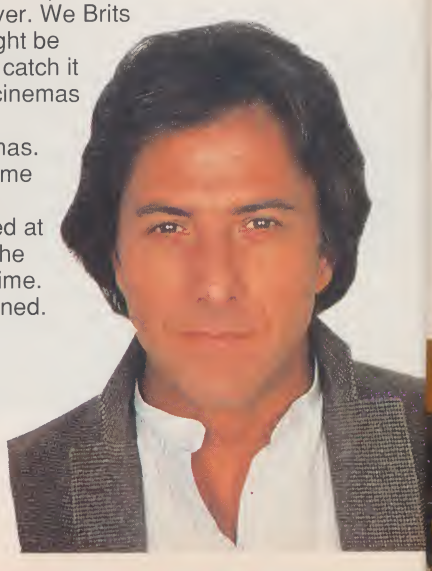
Although it's only in a very early production state, its programmers are aiming to incorporate different types of scrolling for each level. This means it will probably have vehicle-based sections not dissimilar to USG's *Line Of Fire*, released earlier this year.

HOOKED ON SPIELBERG

Steven Spielberg's next blockbuster, Captain Hook, is destined for computer game fame courtesy of software giants Ocean.

The film will be a showbizz, made-for-money version of Peter Pan, featuring Dustin Hoffman playing Captain Hook, Robin Williams as Peter Pan, Julia Roberts as Tinkerbell and Bob Hoskins as Pirate Smee.

With its $100,000,000 budget, Captain Hook is destined to be one of the most expensive films ever. We Brits just might be able to catch it in our cinemas near Christmas. The game will be released at about the same time. Stay tuned.



CHOCAHOLIC

Gremlin are hard at work on the ultimate sickly game, whose star is a typically cute character with a mouthful of sweet teeth.

The object of the as-yet-untitled game is to run round vertically scrolling levels collecting chocolate buttons, avoiding traps and solving puzzles. At the moment the main character is a pink-bodied, spindly-legged, green-haired creation with an amazing jumping ability. Each stage will have its own set of traps, and hidden objects, lifts, moving blocks, and sticky walls where the creature can jump out of the way of slavering monsters.

The game is currently undergoing a series of gameplay adjustments before more levels are added, so look out for a preview in a future issue.



SOUNDS COOL

Brooklyn-based Beta Unlimited have unveiled what they claim to be the ultimate Amiga sound sampler. *Audiolink* can supposedly replay 16 bit stereo sound while being economical with memory.

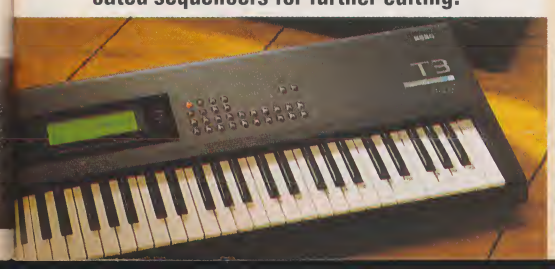
The package contains sampling and editing software, an analogue stereo to digital converter, interface card and special effects box. *Audiolink* can reputedly sample at an incredible 48Khz stereo and 96Khz in mono. As yet it's only a prototype, and no price or release date is fixed.



Meanwhile, Yamaha has launched the *QY10*. The size of a videotape, it contains a multi-timbral synthesizer, eight-track sequencer, drum machine, composer and mini-keyboard, all for £249.

The eight song memories are programmed by entering a series of chords in step-time or real-time, then choosing from the 99 programmable and preset drum/bass/chord accompaniment patterns, which include everything from rock'n'roll to salsa, with plenty of funky drum breaks.

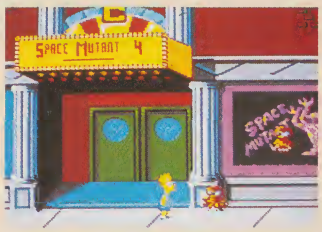
Melodies of up to 600 notes are also entered in step-time or real-time, using PCM-sampled instrument sounds including pianos, strings, basses, synths, guitars, and 26 punchy drums. Battery or mains power, line and headphone outputs make the *QY10* the complete portable composition package. Its MIDI facilities let you use it as a sound expander under control of your Amiga, or as a musical "sketchbook" which can dump data into more sophisticated sequencers for further editing.



CHALLENGE GOLF

The lastest entry into the lucrative golf market comes from On-Line Entertainment. *Challenge Golf* is set in Japan, Spain and America, and features 15 different clubs ranging from a 1 Wood to a 9 Iron as well as 72 holes. The game can be played at professional and amateur levels and features a handicapping system so you can attempt to play at the same level as the pros.





THE SIMPSONS

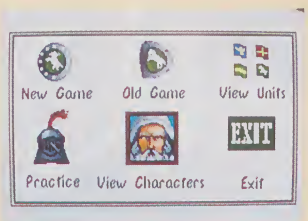
Preliminary screenshots of Ocean's version of The Simpsons indicate that it's going to be a conversion of the chart topping Nintendo cartridge.

Space aliens have landed and only Bart Simpson stands between them and world domination. Don't have a cow man but I think we're in deep, deep trouble. Meet Bart and family on your Amiga this Christmas.

HEART OF CHINA

Set in the fabulous 30s, *Heart Of China* is a typical Sierra romp, with the player stepping into the quivering shoes of one Jake Masters – Lucky Jake to his chums. Jake has been roped in to rescue the kidnapped daughter of a rich American investor. The girly has been snatched away to war-torn Japan, so to combat the odds Jake enlists the help of a ninja master who'll help him pass certain tests and puzzles. It'll be out later this year.





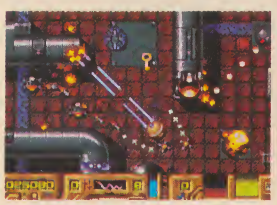
RIDERS OF ROHAN

Mirrorsoft have become the third software house to produce a game based around J R R Tolkien's Middle Earth novels. *Riders Of Rohan* is the first in a series of games based on Tolkien's books which will be programmed by Australian based Beam Software, who, by a staggering coincidence, hold the official licensing rights for the Lord Of the Rings trilogy.

SHANGHAI II

Activision are updating their awarding winning Shanghai, four years after it was first released. *Shaghai 2: Dragon's Eye* has all new tile layouts, animation, sampled sound effects, plus *Dragon's Eye,* a completely new game. The layouts are now based on the Chinese calendar, with tiles stacked in the shape of a Rabbit, Snake, Ox and all the other animals the Chinese worship before eating.





ARGONAUT

A game of exploration spanning six eight-way-scrolling stages, *Argonaut* involves the collection of a series of artifacts. To retrieve these objects, the player must collect a pass which, in turn, allows him to gain access to the aforementioned levels. Extra weaponry and enhancements can be collected along the way. *Argonaut*'s due for release in eight weeks and we'll be reviewing it next issue.

GHOST BATTLE

It's Halloween and the ghosts are feeling frisky, so much in fact that they've gone and kidnapped your girly. There's only one thing to do, and that's brave the legions of the undead who are holding her hostage. *Ghost Battle,* from Thalion, is the first game from new development team, Interactive Design, and will be in the softshops next month.



LEGEND

From the creators of *Bloodwych* comes *Legend*, a multi-stage FRP. Set on a dank, sad world dominated by the force of ultimate evil, only one hero can free the planet and reach the status of legend. The game will feature animated 2D screens and isometric 3D dungeons, and a fully interactive environment. *Legend* should be creeping in to the shops later this year.



NRG CYBERZINE

XS NRG

Special Reserve

Over 50,000 have joined Special Reserve - the club which offers more for less with no obligation to buy.



10.99



7.99



10.99



6.99



5.99



9.99

We only supply members but you can order at the same time as joining Special Reserve

£6.00 membership includes:

NRG colour magazine, with News, Reviews & Graphics and featuring the adventures of the Neu-Real Gamers Cyberpunk street gang. ***NRG*** is sent to all members bi-monthly and includes the Special Reserve top ten charts, a release schedule of forthcoming games and a full catalogue of club offers.

7-Day Sales hot-lines, 9am to 8pm weekdays. 9am to 5pm Sat. 10am to 5pm Sun. 0279 600204.

Enquiries hot-lines, dedicated to after-sales service. 9am to 5pm weekdays. 0279 600205.

Fast despatch of stock items. Over 40,000 games in stock. Games sent ***individually wrapped***.

Written receipt of order, and we issue ***refunds on request*** in the event of any delay.

Best Prices and Best Service, that's why over ***50,000 people*** have joined Special Reserve.

ANNUAL UK MEMBERSHIP UK £6.00 EEC £8.00 WORLD £10.00 **£6.00**

XS NRG ***costs £14.99 extra but saves you up to £120***

Annual subscription to XS NRG is just ***£14.99*** for Special Reserve members only. The price includes: ***6 issues of XS NRG*** colour review magazine for Amiga, ST and PC users. Each issue is packed with reviews of new games (and some of the best older ones) and utilities. There's more about the *NRG* street gang plus cheat modes, bulletin board and club letters. You get more from the club with ***XS NRG***....

6 sets of £20 money-off coupons, redeemable against items bought from Special Reserve.

6 demonstration disks of pre-release or latest titles.

That's 18 reasons to buy ***XS NRG***..... heres two more:

OR we'll give you ***XS NRG PLUS***... all for ***£29.99.***

XS NRG + disks + coupons + Populous + Sim City



Enter **XS NRG** and pay **£14.99.**
Or enter **XS NRG PLUS** at **£29.99.**
These offers apply to UK only. Special Reserve membership is not included.

0279 600204

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN THERE IS A SURCHARGE OF 50P PER GAME FOR TELEPHONED ORDERS (PLEASE PRINT IN BLOCK CAPITALS)

Name _____

Address _____

_____

Postcode _____ Tel. _____

Computer _____

Payable to: **Special Reserve**

P.O. Box 847, Harlow, CM21 9PH

Existing members please enter your Membership No. _____

Special Reserve £6 UK, £8 EEC, £10 World

PLEASE ENTER MEMBERSHIP FEE £ _____

Item _____ £ _____

Item _____ £ _____

Item _____ £ _____

Item _____ £ _____

Item _____ £ _____

Software Prices include UK or EEC Postage. World software orders please add £1.00 per item. For non-software items such as joysticks or blank disks please add 10% EEC or 25% World for carriage. Overseas orders must be paid by credit card.

CU 11

Credit card issue/expiry date _____

CHEQUE/P.O./VISA/ACCESS/MASTERCARD/SWITCH

3D CONSTRUCTION KIT	29.99	KICK OFF	6.99
3D POOL	7.49	KICK OFF 2	13.49
688 ATTACK SUB	17.49	KICK OFF 2 - FINAL WHISTLE	10.49
A10 TANK KILLER (1 MEG)	22.49	KICK OFF 2 - GIANTS OF EUROPE	7.99
AD&D DUNGEON MASTER ASS. VOL1	7.49	KICK OFF 2 - RETURN TO EUROPE	7.99
AD&D DUNGEON MASTER ASS. VOL2	7.49	KICK OFF 2 - WINNING TACTICS	6.49
ADVANCED DESTROYER SIMULATOR	16.99	KID GLOVES	11.99
AFRIKA CORPS	18.99	KILLING CLOUD	19.49
AMNIOS	13.99	KILLING GAME SHOW	9.99
AMOS (GAMES CREATOR)	30.49	KIND WORDS 2.0 (WORDPROCESSOR)	19.99
ARCHIPELAGOS	5.99	KINGS QUEST 4 (1 MEG) (SIERRA)	25.49
ARMOUR-GEDDON	7.49	KNIGHTS OF LEGEND	18.49
ATOMINO	7.49	LASER SQUAD	7.49
AWESOME (WITH T-SHIRT)	15.49	LEATHER GODDESSES (INFOCOM)	16.99
B.A.T (UBI SOFT)	20.49	LEISURE SUIT LARRY 1, 2 & 3 (1 MEG)	31.49
BAAL	8.99	LEMMINGS	16.99
BACKGAMMON ROYALE	16.99	LINE OF FIRE	16.99
BALLYHOO (INFOCOM)	7.99	LOMBARD RAC RALLY	16.49
BARDS TALE 2	9.49	LOOM	19.99
BARDS TALE 3	17.49	LOTUS ESPRIT TURBO CHALLENGE	15.99
BATTLE COMMAND	16.49	M1 TANK PLATOON	19.99
BATTLE OF BRITAIN	19.99	MEAN STREETS	16.99
BATTLE SQUADRON	8.49	MEGATRAVELLER 1	19.49
BATTLESCAPES (BORODINO & ARMADA)	20.49	MENACE	5.49
BATTLESTORM	16.49	MERCENARY	8.99
BEAST 2 (WITH T-SHIRT)	12.99	MERCHANT COLONY	18.99
BEST SELLERS (SIM CITY & POPULOUS)	18.99	METAL MASTERS	15.99
BETRAYAL	19.99	MICROPROSE SOCCER	8.49
BLUE MAX	18.49	MIDNIGHT RESISTANCE	16.49
BRAT	16.99	MIDWINTER	19.99
BRIDGE PLAYER 2150 GALACTICA	19.99	MIG 29 FULCRUM	22.49
BUCK ROGERS (SSI)	19.99	MONSTER PACK 1 (SHADOW OF THE BEAST, INFESTATION, NITRO)	17.49
CADAVER	16.49	MONTY PYTHONS FLYING CIRCUS	14.49
CAPTIVE	15.99	MURDER	16.99
CARRIER COMMAND	7.99	MYSTICAL	8.99
CENTURION - DEFENDER OF ROME	17.49	NAM 1965-75	19.49
CHAMPION OF THE RAJ	16.49	NAVY S.E.A.L.S	16.49
CHAMPIONS OF KRYNN (1 MEG)	19.99	NEBULUS 2	16.99
CHAOS STRIKES BACK (1 MEG)	15.99	NEVER MIND	6.99
CHASE H.Q 2 (SCI)	15.99	NIGEL MANSELL'S GRAND PRIX	7.99
CHIPS CHALLENGE	16.99	NIGHTSHIFT	16.99
CHRONOQUEST 2	7.99	OBITUS (WITH T-SHIRT)	21.99
CHUCK ROCK	15.99	OPERATION STEALTH	16.99
CHUCK YEAGER'S AFT 2.0	17.49	OVERRUN (1 MEG) (SSI)	19.99
COHORT - FIGHTING FOR ROME	18.99	PANG	15.99
COLORADO	15.49	PANZA KICK BOXING	16.99
CORE DOUBLE PACK (TORVAK THE WARRIOR & CAR-VUP)	16.99	PAWN (M/SCROLLS)	6.99
CORPORATION	14.99	PGA GOLF TOUR	16.99
CORPORATION MISSION DISK	10.99	PHOTON PAINT	6.49
CORRUPTION (M/SCROLLS)	6.99	PLANETFALL (BUDGET)	9.49
CRACK DOWN	6.99	PLAYER MANAGER	13.49
CRIME DOESN'T PAY	16.99	POLICE QUEST 2 (1 MEG) (SIERRA)	25.49
CRIMEWAVE	16.99	POOL OF RADIANCE (1 MEG) (SSI)	19.99
CRUISE FOR A CORPSE	19.99	POPULOUS PROMISED LANDS	9.49
CURSE OF THE AZURE BOND (1 MEG)	19.99	POWER UP (CHASE H.Q, TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS)	19.99
CUTTHROATS (INFOCOM)	9.99	POWERDRIFT	5.99
CYBERCON 3	16.99	POWERDROME	9.49
DAMOCLES	8.99	POWERMONGER	18.99
DAMOCLES MISSION DISK 1	8.99	POWERMONGER DATA DISK 1	11.99
DAMOCLES MISSION DISK 2	8.99	POWERWORKS (MAXIPLAN PLUS SPREADSHEET, KIND WORDS 2 & INFOFILE DATABASE)	36.99
DAS BOOT (THE BOAT - SUB SIM)	18.49	PREDATOR 2	16.99
DEADLINE (BUDGET)	9.49	PRINCE OF PERSIA	16.99
DEATH TRAP	11.99	PRO TENNIS TOUR 2	17.99
DEFENDER OF THE CROWN	8.99	PROTEXT WORD PROCESSOR V4	64.99
DEJA VU	7.99	PURPLE SATURN DAY	5.99
DEJA VU 2	7.99	PUZZNIC	16.99
DELUXE MUSIC CONSTRUCTION SET	45.99	QUEST FOR GLORY (1 MEG)	25.49
DELUXE PAINT 3	49.99	QUEST FOR GLORY 2 (1 MEG)	25.49
DEMONIAK	19.99	QUESTRON 2 (SSI)	6.49
DEUTEROS	16.99	RAINBOW ISLAND	16.49
DISNEY ANIMATION STUDIO	59.99	RICK DANGEROUS	7.49
DRAGON WARS	17.49	RICK DANGEROUS 2	16.99
DRAGON'S LAIR (1 MEG)	28.99	ROBOCOP	15.49
DRAGON'S LAIR 2	27.99	ROBOCOP 2	15.99
DRAKKHEN	11.99	ROCKET RANGER	8.99
DUNGEON MASTER (1 MEG)	10.99	RUBICON	16.99
DUNGEON MASTER EDITOR	8.99	S.T.U.N RUNNER	14.99
DYNASTY WARS	6.49	SECRET OF MONKEY ISLAND	16.99
E-MOTION	6.49	SHADOW OF THE BEAST	7.49
ECO PHANTOMS	16.99	SHADOW WARRIORS	16.49
ELITE	9.49	SHERMAN M4	15.99
ELVIRA - MISTRESS OF DARK (1 MEG)	20.49	SIERRA TRIPLE PACK (COLONELS BEQUEST, CONQUESTS OF CAMELOT, CODENAME ICEMAN) (1 MEG)	25.49
ENCHANTER (BUDGET)	9.49	SILKWORM	7.99
EPIC	16.99	SIM CITY	11.99
ESCAPE FROM SINGE'S CASTLE	28.99	SIM CITY TERRAIN EDITOR	10.49
ESWAT	16.99	SKULL AND CROSSBONES	17.49
EUROPEAN SUPER LEAGUE	16.99	SKYFOX	4.99
EYE OF HORUS	3.99	SORCERER (BUDGET)	9.49
EYE OF THE BEHOLDER (SSI) (1 MEG)	19.99	SPACE HARRIER 2	6.99
F15 STRIKE EAGLE 2	21.99	SPACE QUEST 3 (SIERRA)	25.49
F16 FALCON	12.99	SPEEDBALL	8.99
F16 FALCON MISSION DISK 1	11.99	SPEEDBALL 2	15.99
F16 FALCON MISSION DISK 2	11.99	SPELLBOUND	8.49
F18 INTERCEPTOR	9.49	SPY WHO LOVED ME	7.49
F19 STEALTH FIGHTER	19.99	STARFLIGHT	17.49
F29 RETALIATOR	16.49	STARGLIDER 2	8.99
FAST BREAK (BASKETBALL)	5.99	SUPER CARS 2	14.99
FERRARI FORMULA 1	9.49	SUPER MONACO GRAND PRIX	16.99
FEUDAL LORDS	16.49	SUPERBASE PERSONAL 2 (DATABASE)	71.49
FIRE AND BRIMSTONE	16.99	SUPERPLAN (1 MEG) (SPREADSHEET)	71.49
FISH! (M/SCROLLS)	6.99	SUPREMACY	19.99
FISTS OF FURY	19.99	SWITCHBLADE 2	16.99
FLAMES OF FREEDOM (MIDWINTER 2)	21.99	SWIV	17.99
FLIGHT OF THE INTRUDER	20.49	SWORD OF SODAN	9.99
FOOLS ERRAND	7.49	TEAM SUZUKI	16.99
FUN SCHOOL 2 2-6, 6-8 or 8+	13.49	TEAM YANKEE	19.49
FUN SCHOOL 3 2-5, 5-7 or 7+	15.99	TEENAGE MUTANT HERO TURTLES	15.99
GETTYSBURG (SSI)	7.99	TEENAGE QUEEN (STRIP POKER)	11.49
GFA BASIC V3.0 COMPILER	23.49	THEME PARK MYSTERY	5.49
GFA BASIC V3.0 INTERPRETER	36.99	THREE STOOGES (CINEMAWARE)	6.99
GODS	15.49	TOKI	16.49
GOLDEN AXE	16.99	TOURNAMENT GOLF	16.99
GRAND PRIX CIRCUIT	6.99	TOYOTA CELICA GT RALLY	16.99
GRAVITY	6.99	TRIAD VOL 2 (MENACE, BAAL, TETRIS)	7.99
GREG NORMAN'S GOLF	16.99	TRIAD VOL 3 (SPEEDBALL, BLOOD MONEY, ROCKET RANGER)	11.99
GUILD OF THIEVES (M/SCROLLS)	6.99	TURBO SILVER (GRAPHICS + ANIMATION)	111.49
GUNBOAT	16.99	TURRICAN 2	15.49
GUNSHIP	16.99	TV SPORTS BASKETBALL	11.99
HARD DRIVIN'	7.49	ULTIMA 5	18.99
HARD DRIVIN' 2	16.99	ULTIMATE RIDE	15.99
HARPOON	19.49	UMS 2 (1 MEG)	20.49
HEROQUEST (GREMLIN)	17.49	VIZ	14.49
HILL STREET BLUES	16.99	WARHEAD	7.49
HITCH HIKERS GUIDE (BUDGET)	9.49	WARLORDS (1 MEG)	17.49
HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES)	18.99	WHEELS OF FIRE	19.99
HOME ACCOUNTS (DIGITA)	23.49	WINGS (1 MEG) (CINEMAWARE)	18.99
HOUND OF SHADOW	9.49	WINNING TEAM	19.99
HUNT FOR RED OCTOBER	8.99	WIPE OUT	5.99
HUNTER	16.99	WOLFPACK (1 MEG)	19.49
HYBRIS	7.99	WONDERLAND (1 MEG) (M/SCROLLS)	19.99
IMMORTAL (1 MEG)	17.49	WORKBENCH 1.3	14.99
INDIANAPOLIS 500	16.99	WRATH OF THE DEMON	18.99
INTERPHASE	7.99	XENOMORPH	8.49
IT CAME FROM THE DESERT (1 MEG)	16.99	XENON 2, MEGABLAST	7.99
IVAN STEWARTS OFF-ROAD RACER	16.99	XIPHOS	16.99
J. NICKLAUS GOLF	17.49	Z-OUT	12.99
J. NICKLAUS VOL1 COURSES	10.49	ZORK 3 (BUDGET)	9.49
J. NICKLAUS VOL2 INT COURSES	10.49		
JAMES POND	16.99		
JET (SUBLOGIC)	14.99		
KHALAAN	14.99		

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.

Inter-Mediates Ltd. Reg. Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. VAT reg. no. 424 8532 51

SHOCKING PRICES



59p each or 21.99 for 50

SONY 3.5" DS/DD DISK + LABEL **59p each or £21.99 for 50**

AMIGA A500 COMPUTER SCREEN GEMS
+ TV MODULATOR, MOUSE, BACK TO THE FUTURE 2, DAYS OF THUNDER, BEAST 2, DELUXE PAINT 2 & NIGHTBREED 349.99

PHILIPS 8833 MK2 MONITOR
COLOUR STEREO WITH AMIGA LEAD 269.99

AMIGA A501 512K RAM UPGRADE
TO 1 MEG. GENUINE ITEM WITH CLOCK 44.99
TECHNICAL DEVELOPMENTS AMIGA 512K RAM UPGRADE WITH CLOCK 34.99
ZYDEC AMIGA 512K RAM UPGRADE WITH CLOCK 34.99

AMIGA A590 20 MEG HARD DRIVE
(AUTOBOOT WITH KICKSTART, SOCKETS FOR 2 MEG OF RAM, SCSI INTERFACE) 269.99

CUMANA EXTERNAL DISK DRIVE
CAX354 3.5" 880K FOR A500 OR A2000 ..... 79.99

ROCTEC SLIM DISK DRIVE
EXTERNAL AMIGA DISK DRIVE RF332C 59.99

DUST COVER FOR AMIGA (CLEAR PVC) 3.99
DUST COVER FOR PHILIPS MONITOR 5.99



Back row left to right
COMPETITION PRO EXTRA GLO GREEN 13.49
QUICKJOY JET FIGHTER JOYSTICK 13.99
QUICKSHOT111A TURBO 2 JOYSTICK 8.99
QUICKSHOT130F PYTHON JOYSTICK 9.99
TURBO BLASTER JOYSTICK 9.99
COMPETITION PRO EXTRA GLO RED 13.49

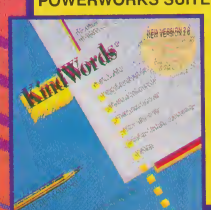
Front row left to right
TURBO (RAPID FIRE) JOYPAD 14.99
ROCTEC MOUSE FOR AMIGA 15.99
QUICKSHOT127 STARFIGHTER REMOTE
CONTROLLER + TWO INFA-RED JOYPADS 29.99
QUICKSHOT138F MAVERICK 1 JOYSTICK 13.99

Other items not shown
COMPETITION PRO 5000 BLACK 10.99
COMPETITION PRO 5000 MEAN GREEN 10.99
COMPETITION PRO 5000 RED/WHITE 9.99
COMPETITION PRO 5000 WHITE 10.99
COMPETITION PRO EXTRA COMBAT 12.99
COMPETITION PRO EXTRA CLEAR 13.49
CONTRIVER C820A ATARI ST MOUSE 29.99
FOUR PLAYER AMIGA/ATARI ST JOYSTICK ADAPTOR (FOR KICK OFF 2 ETC) 7.99
MOUSE MAT 3.99
NAKSHA MOUSE, BRACKET AND MAT (AMIGA/ST) 24.99
POPULOUS/FALCON LEAD (NULL MODEM) 7.99

CITIZEN SWIFT 9 COLOUR PRINTER
FRICTION & TRACTOR, 213 CPS/36 NLQ, COLOUR, 24 MONTHS WARRANTY 199.99
CITIZEN SWIFT COLOUR PRINTER RIBBON 14.99
PRINTER LEAD AMIGA OR ST 9.99

OLYMPUS 14" OPTIK LEAD GLASS
ANTI-RADIATION & REFLECTION FILTER 74.99

POWERWORKS SUITE INCLUDING KIND WORDS 2 WORD PROCESSOR, MAXIPLAN PLUS SPREADSHEET AND INFOFILE DATABASE WITH MAIL MERGE 36.49



KIND WORDS 2 WORD PROCESSOR
WITH SPELL-CHECKER, THESAURUS AND SUPERFONTS 19.99

BUZZ

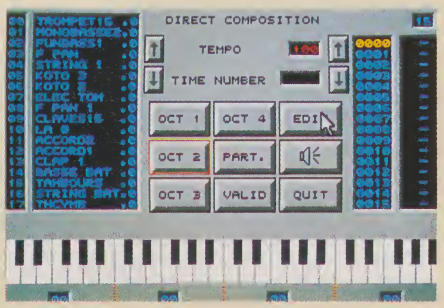
FALCON MK3

The follow-up to SpectrumHolobyte's ground-breaking flight sim, *Falcon*, looks set to land early next year.

Currently doing the rounds on the PC, *Falcon 3.0* features 270,000 square miles of game area, a training school and a campaign mode where the pilot commands a wing of sixteen fighters.

The most talked about feature is the flight model, which has been taken from actual low cost military trainers. This takes into account variables like lift and drag co-efficients and G-forces. The PC version is due for a summer release with the Amiga version going into production a short time after.





MUSIC, MAESTRO

The European Computer Trade Show saw the unveiling of a package designed to revolutionise the Amiga as a sound machine.

Music Master from Ubi-Soft boasts features such as a 60% compression of samples, on screen editing and composition, Midi compatibility, a sound preset sound bank containing a hundred samples, ten tunes and full stereo compatibility. Surprisingly, all this can be crammed into an unexpanded Amiga, although some features will work better with extra memory.

Another feature will allow effects such as reverb and vibrato to be added to samples. *Music Master* will be available from June priced at £34.99

GOING FOR GOLD

It's rumoured that US Gold are going to produce a sports game to tie in with the 1992 Olympics. No details are available at present but a rash of sports games is expected before the games kick off next summer.

Previous USG sports sims include the excellent *Summer* and *Winter Games*, *World Games* and *California Games*, all of which were programmed by US based Epyx.



GUN-HO

Ocean are set to cash in on the resurgence of *Op-Wolf* style shoot 'em ups with *Space Gun*, a futuristic massacre game which borrows more than a bit from Aliens.

The game's plot is simple. One or two soldiers, armed with stupidly big pump action rifles, are pitted against several thousand slavering xenomorphs. Add to that eggs which hatch into face huggers and you've got a game which sounds suspiciously like a James Cameron film.

Images, the team behind *Beast Busters*, is rumoured to be producing the Amiga version. Look out for an In Development in a future issue.



SONIC BOOM RODENT

In a bid to bring cash-cow Japanese software to the UK computers, US Gold have picked up the licence for Sega's latest creation, *Sonic The Hedgehog*.

***Sonic* is Sega's challenge to the monopoly that Nintendo hold over the console market with the *Super Mario* series. The game's hero, as you might have guessed, is a hedgehog who makes The Flash look like a paraplegic. He has to travel through a series of scrolling worlds collecting rings, avoiding traps, solving puzzles and impaling bad guys on his cast iron spikes. No details of the conversion are available yet and, as the console version isn't ready until autumn, *Sonic*, on the Amiga, looks to be a good year away.**

BUZZ

RANDY DEVIL

Elite have tied-up two new licences from coin-op giants Data East. The first is *Edward Randy*, a square jawed beat 'em up set in the thirties with a hero capable of out-daring Dick Barton. With the coin-op only just making its debut, *Edward Randy* has been scheduled for an early '92 release.

Before that is *Caveman Ninja*, a cross between the Rachael Welch flick, 1,000,000 BC, and Enter the Dragon. Eldritch the Cat, the brains behind *Ninja 3* and *Projectile,* will be responsible for the Amiga version of *Caveman* due out for Crimbo.





KEEP ON RUNNING

Elite have grabbed the rights to a game which has to go down as one of the toughest conversion to date.

***Winning Run 2* is one of the fastest car racing games ever. The coin-op version made producers Namco a hell of a lot of cash as it created addicts all over America and Europe. Apart from its noted speed, it also featured large, well-defined graphics, and some of the loudest sound effects ever to grace the arcades.**

Elite are also working on a conversion of Tecmo's highly praised *World Cup 90*, which they intend to rename and release in time for next year's European Championships.

TANK GIRL

Lager drinking, ultra-aggressive comic anti-heroine, Tank Girl, is set to make her computer game debut.

Although no-one has yet admitted to signing up the tearaway comic star, the word from the horse's mouth is that a leading softco has definitely signed a check and exchanged contracts. The betting is that *TG* is being produced by a company with experience in comic book conversions.

Created by cult artist Jamie Hewlett, Tank Girl made her first regular appearances in CU, starring on covers and T-shirts. She even managed to work her way into subscription ads!



SINGLE IMAGE

Top software developers, Images, are set to voyage solo into the hazardous realm of original game design.

Their first batch of games are already well in production. There's *Gloop*, a sub-aqua platform game, *Dino Ball,* which, it is claimed, is like *Speedball* with cavemen, and *Monkey Business*, a platform game inspired by *Toki*. Three other products are currently at the story board stage, although these might be delayed until a backer for the company is found.

Images are currently looking for a distributor, with US Gold heading their hit list. Meanwhile, they're rumoured to be working on a number of exciting licences scheduled for Crimble release.

DROP OUT

After a year in hiding, *Gravity* maestro, Ross Goodley, returns with *Drop Soldier*, an explosive strategy cum RPG on Mirrorsoft's Image Works label.

The Drop Soldier can go it alone on a mission or command a platoon, issuing orders and planning the attacks. Up to sixteen Amigas can be linked together via modem or RS232, so 'the lads' can go kick ass as a team.

Missions range from delivering objects to destroying enemy bases. Drop Soldiers come equipped with power suits which enable them to jump and run faster than conventional squaddies. Loads of extra weapons will also play a major part in the game.

Though still to be confirmed, Drop Soldier has been pencilled in as a Christmas release.



METAL MUTANT

Metal Mutant is the ultimate future battle machine, sent to the planet Kronox to search out and destroy the tyrant Arod 7. A miracle of future bio-technological science, Mutant can transform at any stage into three different robotic forms. Mutant has a huge range of different combat moves as he fights his way across Kronox. He fights not just tooth and claw but tooth, claw, missiles, rope, shield, whip, torpedo, battle computer and remote flying droid.
Metal Mutant is a science fiction exploration and combat epic featuring over 160 fully-bitmapped screens, 24 different combat moves, intriguing puzzles and more than 40 different enemies plus end of level guardians.

AMIGA · ST · PC









Silmarils

© 1991 Simarils

MARKETED BY
PALACE SOFTWARE

BUZZ

IT'S A MIRACLE

If you've ever wanted to play piano like Clayderman, Horowitz or Barry Manilow (?) you could get your chance soon. Software Toolworks have announced the launch of their unique piano tutor, *Miracle*, on the Amiga.

The basic *Miracle* package comes with software, books, keyboard, headphones and a soundbank containing over a hundred different instruments. The tutorial packages uses artificial intelligence to gauge at what level to teach the pupil, then points out any problems with their playing and how they could improve. A children's mode transforms the traditional notation into a game to make learning as fun as possible for the younger pianists.

Work is underway on similar packages which will include different types of instruments. Mindscape have snapped up the rights to *Miracle* for the UK.



A FISHY TALE

Fred Fish, the Amiga world's number one utility supplier, has taken his first guppy strokes into the CD age. American based Hypermedia Concepts have compiled a CD containing every Fred Fish utility to date. The package is designed to run with standard Amigas with CD-Rom drives, however a keyboard and extra memory are needed to run it on the CD-TV.

Updates are going to be available every four months priced at £18, or a one-off payment guarantees a regular supply of up-to-the-minute software.



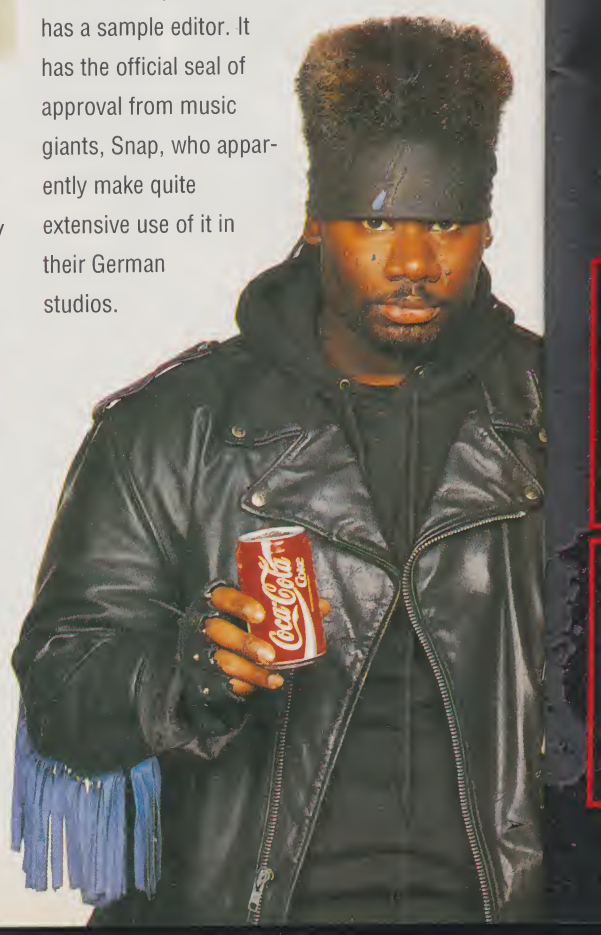
WHOOPS UP!

And lo, it came to pass that last issue's demo of the month bears more than a 'passing' resemblance to Mirrorsoft's classic game, *Dungeon Master*. CU would like to make it clear that it in no way condones this sort of thing and that Mirrorsoft's *Dungeon Master* is far superior to its Public Domain imitation.

SNAP TO IT

Demonware are out to bang notes with Ubi-Soft's *Music Master*. They reckon they've got the ultimate music package with the follow-up to their highly-rated *TFMX*.

TFMX 2 will feature an 8 track sequencer, score editor with playback and a synthesizer. It's also compatible with most samplers and has a sample editor. It has the official seal of approval from music giants, Snap, who apparently make quite extensive use of it in their German studios.

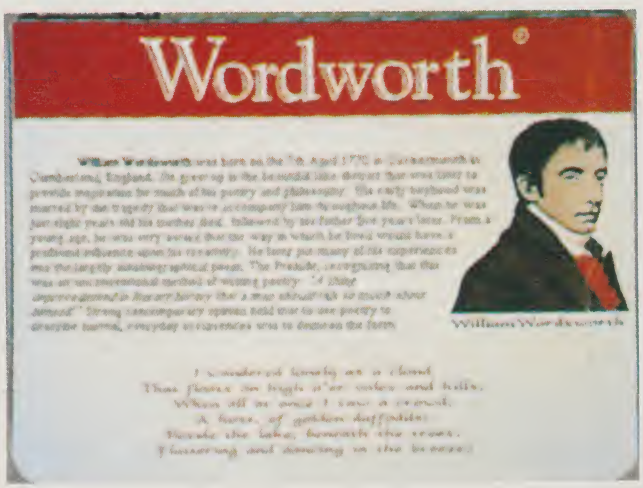


WORDWORTH

Digita are touting their next word processor as the ultimate Amiga writing package. *Wordworth* is designed to be as comprehensive as possible. Not only will it read your text back to you, allow you to import graphics and open 100 documents at any one time, but it also comes with a 110,000 word dictionary, a 30,000 word Thesaurus (with 140,000 cross references) and a 26,000 word Merriam and Websters medical and legal supplement.

It will also use a Macintosh–style point and click system, were a double click on the mouse highlights one word and a treble click selects a line.

Wordworth will retail for £129.00 and should be on sale next month.



AMERICA'S TOP SECRET WEAPON

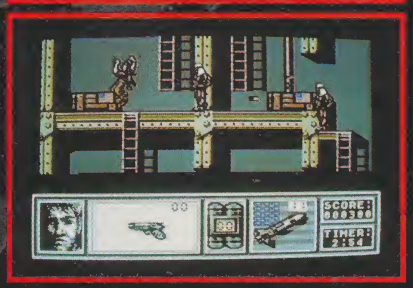
Super-charged super-fighters who risk all defending America against the world's deadliest forces.
A combat unit of indomitable strength and courage.
A rescue team of unparalleled skill and daring.
THE BEST OF THE BEST

NAVY SEALS

AVAILABLE IMMEDIATELY

SPECTRUM
AMSTRAD
COMMODORE
ATARI ST
CBM AMIGA





ORION PICTURES CORP.
© COPYRIGHT 1990

A non-stop, action-packed arcade style thriller based on the heroic missions of the world's most elite, superbly trained commando unit... the U.S. NAVY SEALS.
You have a number of perilous missions to complete. Out-manoeuver the enemy, destroy hostile missile sites and rescue the hostages.
You begin with the briefing you may end with a victory.. it's the middle ground that hurts!

ocean®

OCEAN SOFTWARE LIMITED
6 CENTRAL STREET
MANCHESTER M2 5NS
TEL: 061 832 6633
FAX: 061 834 0650

UP front..



6

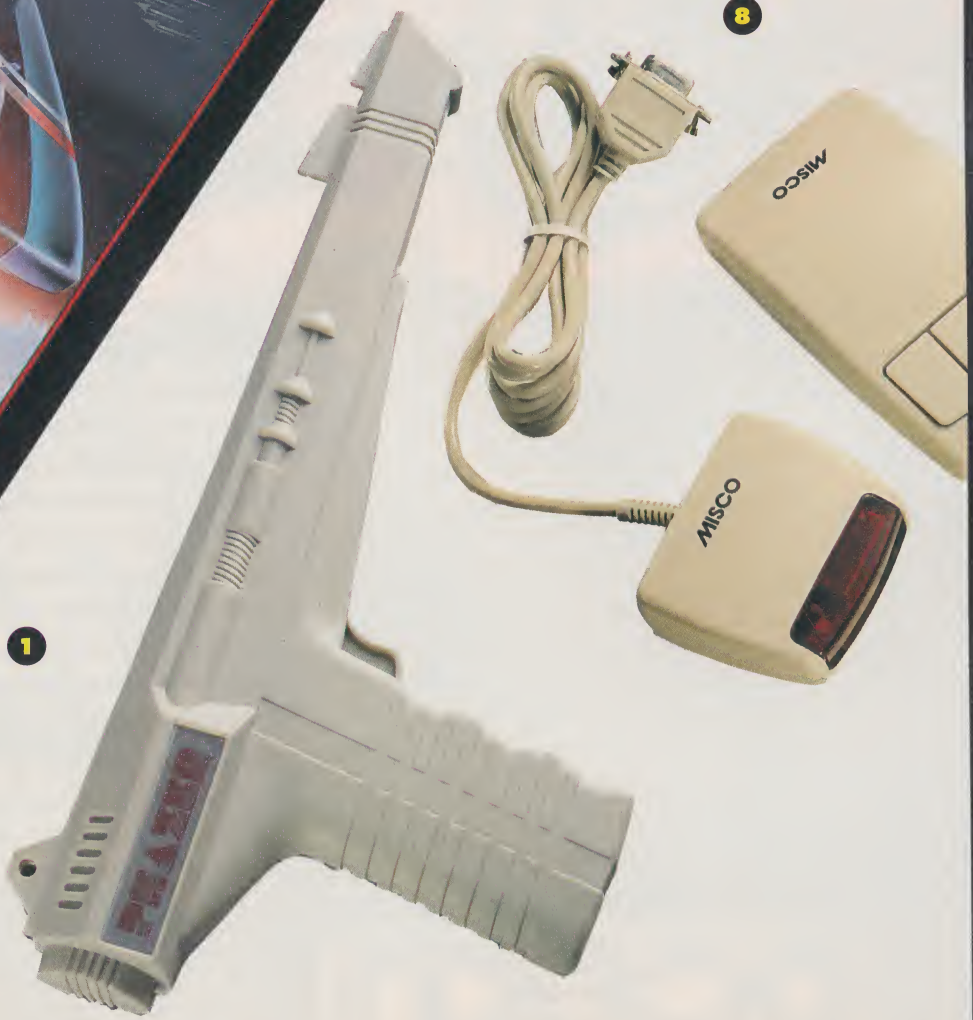


7



10

8



1

1 Rat-a-tat-tat, attack those rats with this wire less gun called the Phaser. Although it looks like a gift that comes in a bundle, it has its very own software with which you blast flying birds straight into casserole land. Altogether now, present arms, take aim. . . FIRE!!!!

2 No, it's not a some bizzare torture device sold to South American death squads. This little number is actually a joystick speciically designed for flight sims. Clamp it onto your desk for extra rigidity and wiggle those pole-like metallic grips.

3 Make life easy for yourself with the Boot Selector. This enables you to boot from DFO or DF1. A necessary item for hi-tech computer whizz kids. From Amiga Direct, 4 Whitton Road, Middx, TW1 1BY, Tel No: 081 891 6704

4 Keep the glint of youth alive in your computer with the Mini Vac. Ideal for getting into all those nooks and crannies. Will keep the equipment free from being clogged by dust. From Misco, Free Post Wellingborough, North Hants, NN8 3BR £8.95

5 Printer too heavy to carry? Then try the Printapen, which-makes the fountain pen a positive museum item. £350 (£50 off with coupon), from Oyster Terminals, Fair Oak House, Chruch Road, Newport Gwent, NP97EJ, 0633 214147, £350.00

6 Improving the sound quality of your computer also improves the quality of gameplay. Really immerse yourself in fave games and savour the rich tones of the Sound Blaster stereo speaker kit. Available from Data Base Direct, Ellesmere Port, South Wirral, L65 3EB, Tel No: 051 357 2961 £44.99

7 Stake your claim in future of warfare. The first 300 who send our cut-out coupon to Psygnosis will win a free playable demo of Armour-Gedden. Pop the coupon in an envelope marked 'CU



Amour-geddon offer' to: Nick Wilde, Psygnosis, South Harrington Buildings, Softon St, Liverpool L3 4BQ.

8 Wot, no wires? Activate your Amiga with this simple point-click-and-beam infra-red mouse from Misco Computer Supplies Ltd, Faraday Close, Wellingborough, Northants NN8 3XH.

9 Zapp those nasty virii with this plug-in killer from Digital Applications (reviewed this issue). £34.95 but £5 off with our money off coupon. From Digital Applications, 118 Middle Crockerford, Basildon Essex.

10 The Delta 3A Joystick will have you zooming in on targets like Sure Shot Annie Oakley. Gain in confidence and skill with this impressive machine. From Voltmace, Unit 9, Bondor Business Centre, London Road, Baldock, Herts, SG7 6HM, Tel No: 0462 894410 £14.95

11 Feeling sparky or wired is one thing, but problem static electricity can be lethal, especially for those sensitive micro-components. Eradicate this with Static Clear, the anti-static device. Will do for you what Frankenstein did for electricity. From Misco at £19.95.

12 Another blow for dirt 'n' grime, or suck to be precise. This little mini vac claims to be the scourge of all that dead skin blocking up your keyboard. Complete with a variety of extenders, the product's from Mabbot & Griffin, 9 High Street, Penrhyndeudraeth, Gwynedd, LL48 6BN.

13 And there's 300 free copies of a one meg rolling demo of US Gold's superb Lucasfilm adventure, The Secret of Monkey Island. Send your coupon in an envelope marked 'CU Monkey Island Offer' to Danielle Woodyatt, US Gold, Units 2 & 3, Holford Way, Birmingham B6 7AX.

£50 OFF PRINTAPEN	FREE ARMOUR GEDDON DEMO	FREE MONKEY ISLAND DEMO	MONEY OFF
£5 OFF CONTRIVER FIVE IN ONE MOUSE	£5 OFF PHASER VIRUS KILLER		

KICK OFF 2



Amiga Screen Shots

A NEW DIME
SOCCER SIM

-GOLDEN JOYSTICK-

GAME OF THE YEAR

1 9 9 1

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

* **Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.**
* **1 to 4 players option. (Amiga and ST only)**
* **2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)**
* **Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.**
* **Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.**
* **9 types of corner kicks with full control of shot power. Long and short throw ins.**
* **Team selection from a squad of 16 with substitution and a choice of tactics.**
* **League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.**
* **Facility to view, edit and save the Action Replays and create a Golden Shots disc.(Excl. IBM & CBM 64)**
* **Facility to load Player Manager teams and tactics for a single or league game.**
* **Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.**

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
AMIGA USER INT - The best computer game ever **97%**
THE ONE - Ultimate soccer simulation. **96%**
THE ACE - Brilliant. Buy, Buy, Buy. **930.**
AMIGA FORMAT - Best footy game to have appeared on any machine. **94%**
ST FORMAT - What a game! Gem to play. Magic. **90%**
C & VG - Championship winning material. **95%**
GAMES MACHINE - Probably the best sports game ever. **92%**
COMMODORE USER - No other footie game can touch it. **90%**
AMIGA ACTION - Surpasses all other football games. **93%**
POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
NEW COMPUTER EXPRESS - Computer football event of the year.



AMIGA & ST £19.99 EXP. AMIGA £24.99
IBM (AT & XT Turbo, EGA & VGA) £24.99
CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

An International class player takes charge of a third division club as Player Manager. His brief is simple **-Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, aquiring the right players from the transfer market and building a team worthy of the highest honours.

* **Unique facility to design and implement your own tactics.**
* **Over 1000 individual players, each with a unique combination of attributes and skills.**
* **A lively transfer market. Haggle for the best deal.**
* **4 division league and a cup tournament with sudden death penalty shoot out.**

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST. ACTION - A stroke of pure genius.
THE ONE - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.
THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. **920**
NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
COMMODORE USER - At last a management game that requires true management skills - a winner. **94%**
ST FORMAT - Brilliant. **93%**
AMIGA FORMAT - Enthralling and addictive. **93%**
ZZAP - Best football management game ever written. **92%**

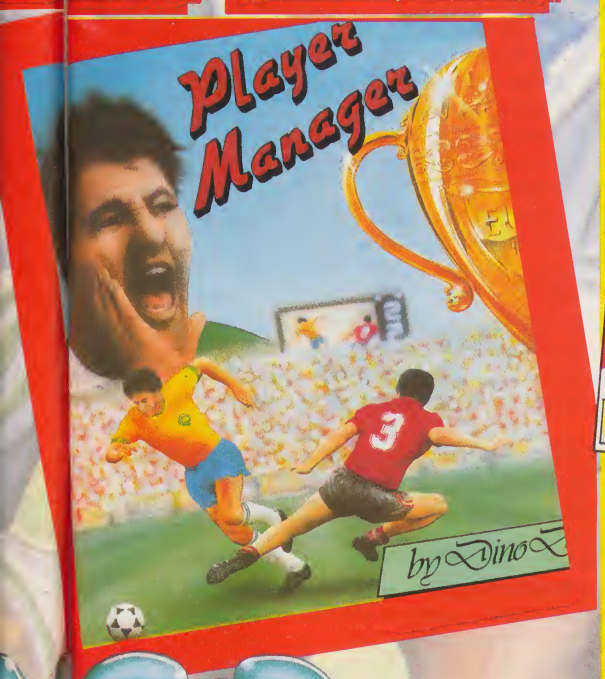
AMIGA - ST £19.99

IMENSION IN SIMULATIONS









THE FINAL WHISTLE

Amiga - ST £12.99 (Rel. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits.
Look at any player stats. (attributes and skill) before selecting squad.
Totally new corner kicks with full control of the power, height and trajectory of the ball.
Enhanced throw ins and penalty shots.
Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.
New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.
Linesmen and referee on the pitch.
A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.
4 new pitches - Wembley - Icy - Muddy - Non-League

And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.
RETURN TO EUROPE (£9.99 - Rel. Dec.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.
GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc.



Draft specifications. Subject to changes without notice

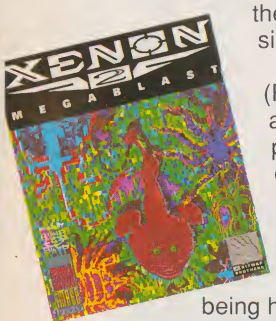
ANCO SOFTWARE, UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT.
TELEPHONE No: 0322 92513/18 FAX No: 0322 93422

SONIC ECSTASY



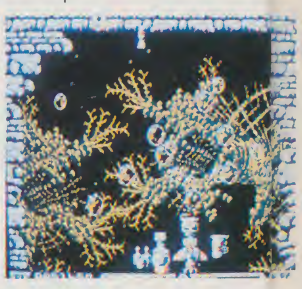
Games with 3D-sound? Rik Haynes turns the speakers up to max volume and gets ready to megablast...

Are you tired of those boring white noise explosions heard in most video games these days? Well, prepare your ears for a severe shock! Stereo sound finally being dragged into the nineties. Three dimensional noise has arrived.



Roland Sound Space (RSS) gives sounds depth and direction, and is completely compatible with existing stereo speakers. In technical terms, RSS eliminates the cross-talk which prevents the full depth of stereo signals being heard. You can have drums coming from the left-hand side of the room, guitar on the right, bass somewhere in the middle and keyboards overhead. By making one sound slightly duller than the others, you can fool the listeners ears and brains into automatically believing this sound is coming from behind them. These neat effects are put onto music at the mixing stage. You just feed your ordinary music through a box of tricks made by Roland UK and heypresto, you've got 3D-sound. I can't wait for the first Muzak application!

Inspired by a new technical toy to play with, sampling wizkid Tim Simenon of Bomb the Bass used RSS on his new album. Not to be left behind, the Bitmap Brothers have employed the technique in their first CDTV title, a laser-guided update of the award-winning *Xenon II*. This craze has now filtered out to the general CDTV development community. Publishers can simply hire some kit for the day from Roland and go into the studio.



Xenon II was the perfect choice to be the premier RSS game as sound was such a major plus point in the original Amiga version. Using their connection with Rhythm King Records, the Bitmap Brothers managed to persuade Bomb the Bass to go back into the studio and record special remixes for the CDTV adaption. Each new meltdown mix lasts between five to seven minutes. And that's not all. Other audio treats to be featured in this all-new Megablast include snatches of music from Betty Boo and S-Express, digitised speech throughout the product and even

WORLD IN MOTION

To help compete with rival CD-based platforms, developers working for Commodore in the States have produced a software solution to display digitised video on a standard CDTV. The so-called CDXL can display third-screen full motion video at a rate of 15 frames per second. This software algorithm has now been made available to encyclopaedia and education software developers like Xiphias and Discis. Further enhancements to the CDXL code are already under way.

Commodore has confirmed an add-on CD-ROM drive for existing A500 owners, effectively turning the Amiga into a CDTV, will be launched in September for around £300!



At last the CDTV is finally about to enter the shops.



Promoted as an educational tolle, there's no doubting that CDTV games will be brilliant.



A cosy look at CDTV's business uses.

better spot effects. This is made possible by the fact that the soundtracks are pulled directly off the compact disc, so the Bitmap Brothers can devote the four internal sound-channels and over 512K of RAM to just producing cool sound FX.

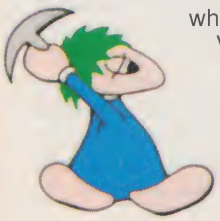
Making sure they don't make any mistakes, publisher Imageworks has also drafted in the original programmer Martin Day, to oversee a smooth conversion to CDTV.

Sadly, the actual game itself won't be any bigger or better. Instead, players will get special multimedia presentations of how to play the game, and 'features' on The Bitmap Brothers and Rhythm King Records. These audio-visual sequences will introduce you to each weapon system, alien spacecraft and so forth. You may also get a few hints and tips. User-friendly appears to be the name of this game. And why not?

Although the CDTV version of *Xenon II* is only the Bitmap Brothers' tentative steps into multimedia, they seem to be well and truly hooked. This highly regarded software developer is in a good position to go fully multimedia, thanks to the back-up resources of various music and film studios worked by parent company Rhythm King Records. Spokesperson Eric Matthews confirmed that they're interested in producing something that is specific to the CD-ROM medium. CDTV has an advantage over other formats because the Bitmap Brothers know the Amiga inside out. It's still too early to talk about ideas in detail, sound will again play a large part in the product. Matthews is most enthusiastic about the possibilities of CD-based games, but wants to start the next project from scratch. A CDTV adaption of *Speedball* therefore looks unlikely.

CDTV ARRIVES!

After months of waiting, you should finally be able to walk into your local retailer and buy a CDTV. The world's first interactive multimedia machine for the consumer will cost you a whacking £599.99 (inc VAT). Linked to a normal TV set and hi-fi system, the CDTV can display a combination of colour pictures, text, graphics, animation, video, voice and stereo music.





These images and sounds are stored on special compact discs, but the CDTV can also play ordinary audio CD's – including the new compact disc plus graphics (CD+G) format. The massive 550 megabyte capacity of each compact disc means they can store around 250,000 pages of text or the equivalent of 700 floppy disks.

Just to make sure of you becoming a CDTV owner, Commodore is bundling three software titles with each player. With the 1991 CDTV edition of the Hutchinsons Encyclopaedia, you can hear the speeches of Neville Chamberlain before the outbreak of World War Two, see a volcano erupt or look-up the facts on Prime Minister John Major (great if you're suffering from insomnia). Even the most hyperactive child should be entertained by the 25,000 entries, 7,000 biographies, 2,000 pictures and 250 charts contained in this product. The Encyclopaedia is joined by a an Introduction title and the critically-acclaimed Lemmings from Psygnosis. The latter disc also contains an impressive demonstration of The Fractal Engine featured in the previous issue of CU Amiga.

Commodore has announced 25-30 titles are already available for the CDTV and that up to 250 developers in the USA, UK and Germany are currently working on more. Each title is priced in the region of £25-£30. The hardware and software should be available in up to 2,500 stores by Christmas. The firm expects to sell over 80,000 CDTV decks in the UK during the first year of release. Commodore is also talking to the high-street rental companies who are desperate to find a replacement for the ailing TV-hire business.

"CDTV opens up a whole new world in consumer electronics and will radically change the way people learn and are entertained at home," says Commodore Managing Director Steve Franklin.

Despite an enthusiastic reception from the likes of Dixons and the education establishment, voices of dissent can still be heard throughout the games industry. The cost of creating a decent quality CD-ROM product isn't cheap. Feeding the user with massive amounts of data, digital audio and full motion video can cost in excess of £250,000 per title.

Electronic Arts, publisher of *Populous* and *Powermonger,* has a typical response to the CDTV. "We are developers for it, but there's currently nothing in the pipeline," confirms spokesperson Simon Jeffery. "We're very much committed to the concept of producing CD-based software an we have a lot of projects going on. We're not totally convinced that CDTV is right at this time. The access times aren't fast enough for games. For home multimedia purposes it's an excellent machine. We want to see how it does."

Again, like many other games publishers, EA isn't completely negative about the CDTV. "There's a very good chance that we'll support it. We're looking at enhancing existing products and developing totally new projects."

NEXT MONTH...

We're taking an in-depth look at the CDTV and the first titles to hit the streets. We'll also be talking to more developers about their plans for the CDTV. Will they be using the motion video capabilities of CD-XL? There's only one way to find out why Snoopy has gone digital. Don't miss it!

BACKCHAT

LETTER OF THE MONTH

SOUND ADVICE

I would like to take this opportunity to comment on the quality of in-game sound and music, a subject which the majority of Amiga users feel very strongly about. In my opinion, and I am sure many others share the same view, game music and sound is not of a high enough standard considering the potential of the machine. Programmers seem to concentrate specifically on the machine's graphical capabilities which have, of course, greatly improved since 1987, yet have almost disregarded the audio qualities of software. It is a fact that good sound improves the playability of a game and also helps justify the the ludicrous £25-£30 price tag by enhancing the overall presentation. As an example, I recently purchased *Super Monaco GP*, of which the visual presentation was superb but the music and sound effects dreadful. The powerful Formula One car sounded more like a Robin Reliant, and this problem is also apparent in flight sims, with only *Interceptor* as an exception. The Bitmaps Brothers' games are a delight to listen to through the hi-fi, and *Speedball II* has a delightful score and excellent sound effects – why can't more games be like theirs?

So, on behalf of all Amiga users, I appeal to all involved in the software industry – improve game sound! There are many extremely talented musicians on the PD circuit waiting for an opportunity to add their contribution. And, with the Amiga now having 1MEG as standard, the potential is definitely there.

Richard W. Jackson. Mirfield.

Whilst I agree with your sentiments regarding in-game music in general, I must say that I don't think that it adds to the playability in any way. After all, games such as *Supercars II* and *Kick Off II* have neither astounding graphics or sound, yet are utterly addictive. The problem lies during the game's development. Obviously, graphics have to take some sort of priority, as awful looking games just don't sell. In addition, memory restrictions are the key reason for the lack of music in a lot of games, and massive blasters use up a hell of a lot of space just in graphics and data alone, leaving musicians with as little as 6K to play with – and the days when 1MEG is standard are, I'm afraid, still a little way off yet. I think that, on the whole, the standard of Amiga in-game music is getting better all the time, and will eventually be as polished as the graphics have become.

A MOVE IN THE RIGHT DIRECTION

I feel I must write in and congratulate you on your brave move towards the technical side of things. With so many games magazines available for the Amiga owner, yours has been the most informative and up-to-date of them all, whilst others feature child-like editorial or are greatly behind with news and previews. If you can keep up the good work and make your hardware and technical reviews and features as concise and entertaining as your game articles, then you will be on to a winner. As both a games player and an on/off would-be graphic artist, I will appreciate any additions on the world of paint packages and utilities. However, like many, I do hope that the games coverage won't be reduced to incorporate the many features you are proposing, although you do state that you will be expanding the length of the issue somewhat - truth or fiction? Anyway, I will be watching the next few issues in expectation of good things to come – don't let me down.

Paul Mullen, Canterbury.

As you read this, Paul, you've got the new issue in your hands and we hope that it doesn't come as a disappointment. Our aim in covering every aspect of the Amiga is already apparent and, no, we are not going to reduce the games coverage in any way – if anything, the extra space will allow us to expand it slightly. We've got lots of stuff in the pipeline, so keep reading, we won't let you down.

LEAGUE IT OUT!

I have some suggestions that I hope you will consider for future issues of CU Amiga. In another magazine, there is a league table system showing, in their opinion, the best games that they have ever reviewed. I think that CU would benefit from one, too, but that it should be expanded to include publisher details, prices and ratings received. It could then be updated monthly. The advantage of this, as well as displaying all the top Amiga games in one place, is that we readers would not have to go searching through all our back issues to find out how well a particular game scored. Also, I feel that your mag would benefit from a few more competitions, especially those along the lines of general knowledge.

Finally, a little bit of trivia for you. Did you know that the samurai image used on EA's *Budokan* advertisements was originally used in a Japanese World War II propaganda poster? Not a lot of people know that.

S.N. Hardy, Sheffield.

This is a difficult one. The only problem with a league system is that it doesn't allow for technical progressions. For instance, we review *Speedball III* and give it a humungous 98% praising it for its superb graphics and placing it at the top of the league. So, when the Bitmaps release *Speedball IV*, which features even better graphics, better sound and utterly addictive gameplay, and is twice as good as the third game in the series, do we give it 99 or 100% and place it above its predecessor or do we mark it lower allowing for time elapsed? After all, if it's better than the third game, it should be positioned higher. Also, if we do give it, say, 99%, what if a fifth or sixth even better version comes out, it's impossible to score over 100% and we don't give out 100% marks because no game is ever going to be perfect. A major flaw methinks. As for EA's oriental propaganda, well fancy that!

EMULATION PROBLEMS

I would like to know whether there is a piece of software or hardware for the Amiga that allows it to runs ST software. Also, is there a piece for the ST that allows it to run Amiga software? Please help as it would save me a fortune.

Gareth Parry, Tewsbury.

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

Pardon me for splitting hairs, but why exactly would you want an ST emulator? The Amiga's capabilities far exceed those of Atari's dinosaur, and you would basically be downgrading your machine. As far as I know, there is no such emulator, I'm afraid, and likewise the piece of hardware needed to reproduce the Amiga's capabilities on the ST would require most of the Amiga's chips, making it very expensive.

WHO IS THAT MASKED MAN?

Although I entered the *Predator II* competition to win one, I would be very grateful to find out where you got the Predator mask and gloves. I have a great interest in films and special effects in particular, and any information would be gratefully received.
Roger Watkins, Powys.

The masks are actually imported from the states, and can be bought directly from the company responsible via the hallowed pages of Fangoria magazine. Alternatively, Forbidden Planet in London actually keep them in stock, so they will probably be your best bet.

WE WANT DEMOS!

Thank you for producing an excellent magazine. I have been buying your mag since you started covering the Amiga and it has greatly improved since then. I do, however, have one complaint: the cover disk. Since you started including one you have used playable demos of up and coming games which I think is an excellent idea. In the last few issues, though, you have included full games which, to be honest, aren't particularly hot. Please return to using demos, as I think they are much more enjoyable than the games you give away.
Ahmad J. Al-Nusif, France.

As of next issue, we will be going back to giving away demos rather than full games. But, you have to admit, *Gravity* has probably got to be the best game ever given away on a cover disk – and coupled with *Warzone*, we cater for all tastes.

FABBY PD

I have only recently got into PD software, but I must say that your Demo section is the most in-depth look at what is going on – and some of the comments and captions are witty, too. However, I was wondering, please could you expand it so that it will cover the assorted utilities that are widely available. There are some really good utilities out there for next to nothing, and whilst I can understand that they don't look as impressive as the demos you cover, they are probably more important.
Kyle Robbins, Harrow.

You'll be pleased to notice that our very own Dan 'Cheap Cheap' Slingsby starts an excursion into the world of PD utilities this month. We have been planning to start the feature for quite a while, but were always let down by a lack of space, but from this issue on, Dan will be taking a look at the many sound, graphics and other utilities that he can lay his sweat little mitts on, along with special columns devoted to AMOS and the demos created with it.

BUDGET BONANZA

I must say that I really am impressed by the quality of games currently appearing on the budget scene. It was games like *Rocket Ranger* and *Silkworm* that first tempted me into upgrading my trusty C64 to an Amiga, and the timing of these re-releases couldn't have come at a better time for me. Also, I noticed Ocean have entered the scene, too, and I will be buying *Wizball* and *Arkanoid II* as soon as my bank account is suitably replenished! So, a big thanks to the likes of Mirrorsoft, Ocean, and Virgin, for releasing good games on the cheap rather than the usual crap I have come to expect for anything less than a tenner. And thanks for a brill VFM column, too!
Vincent Williams, Bury.

READERS' REVIEW

Have you ever read one of our reviews and totally disagreed with what we've said? If so, this is where you can voice your opinions and stick up for your favourite games. If you do, you could win yourself a £25 game, so get scribbling to us at Backchat

DANCER DEFENDED

I looked through the May issue and there was a review on *Shadow Dancer*, which is one of my favourite games. I was expecting it to come in the 'Screenstar Recommended' category, but it came in the 'Above Average With A Lot Of Room For Improvement' one instead. With so many characters and different weapons, *Shadow Dancer* did not deserve such a small rating. The graphics are excellent and the range of magic powers is brilliant. The end-of-level guardians are especially good, too. In all, I would give it the following marks:

GRAPHICS 95%
SOUND 75%
LASTABILITY 95%
PLAYABILITY 87%
OVERALL 92%

Anthony McCormack, Middlesbrough.

92%! That means that it is almost as playable as *Lemmings* and *Kick Off II* or as long-lasting as *Midwinter* or *Elite*! When looking at *Shadow Dancer* we knew it was an accurate conversion and featured a lot of weapons, but there were also too many niggling quirks – the dodgy sprite detection being the most obvious. After all, after battling through to the later levels only to be killed by a bullet that had already passed you, these gripes tend to become more apparent. So, I'm afraid we'll have to agree to disagree on this one, Anthony, but we're sending you a game for putting your point forward so well.

THE TOP FIVE

This month's reader's chart comes from Ian Glossop who hails from Cheam.

1. **Speedball II**
2. **Chuck Rock**
3. **Lemmings**
4. **SWIV**
5. **IK+ (Budget)**
6. **F-29 Retaliator**
7. **PGA Tour Golf**
8. **Kick Off II**
9. **Line Of Fire**
10. **Rocket Ranger (Budget)**

4PLA

In development for over a year, *D-Paint IV* is nearly ready for release. Mat Broomfield was the first to take a look at the long-awaited sequel to the best-selling *D-Paint III* art package.

In 1989, the Amiga graphics world was collectively stunned by the release of *Deluxe Paint III*. It was the first art package that allowed you to easily create on-screen animations, which could then be saved for use in your own programs. It was also the first widely available package that enabled the user to take advantage of Extra Half Bright, a colour mode on the Amiga that lets you use 64 colours in your pictures.



Since then, there has been much speculation about what features *Deluxe Paint IV* would include. Now *Deluxe Paint IV* is a reality, and you're just in time for the world exclusive preview!!!

FIRST IMPRESSIONS

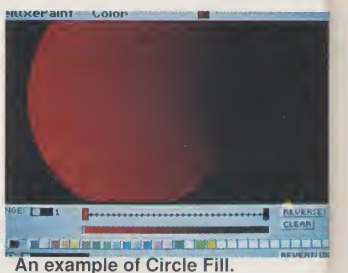
At first glance, *Deluxe Paint IV* appears much the same as its illustrious predecessor. The first sign that changes are afoot, comes when you select Screen Mode from the Screen Options menu. There, sitting quietly below the usual 2, 4, 8, 16, 32 and 64 colour buttons, is a larger one labelled HAM.

Once the HAM button has been selected, the full range of Amiga colours are available. That's 4096 colours, all on the screen at the same time!

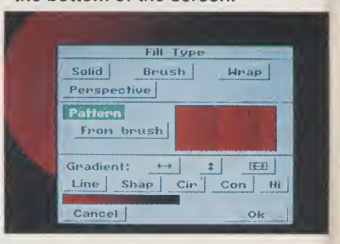
As I've already mentioned, *Deluxe Paint IV* features the same screen layout as *Deluxe Paint III*. There are still numerous drop-down menus which appear from the top of the screen when the right mouse button is pressed. The tool icons are still arrayed down the right hand side of the screen, and none of the icons have changed graphically. This is really good news because it means that users, who are familiar with earlier versions of *Deluxe Paint*, will instantly recognise and be able to use most of the drawing tools. *Deluxe Paint IV* begins to get interesting when you actually start to explore the many options associated with the menus and tools.

COLOURS GALORE

The palette is the obvious place to look for changes in an art package which has increased its number of available colours by a factor of sixty-four. Sure enough, opening the palette reveals the first of many significant improvements over its predecessors. The *Deluxe Paint IV* palette now features comprehensive options to allow the user complete control over the entire spectrum of Amiga colours. When the palette is selected, a window appears at the bottom of the screen. The colours are displayed in blocks of 128, and all of the colours can be individually, or collectively altered.



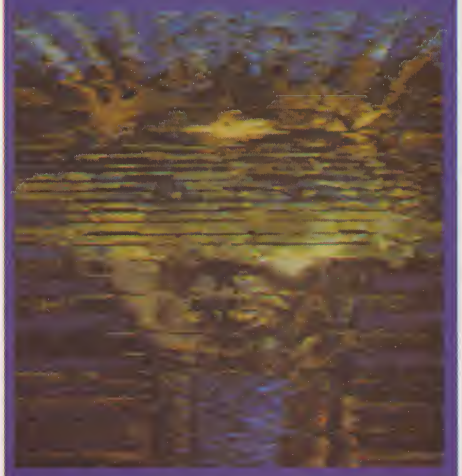
An example of Circle Fill. Note the new range menu at the bottom of the screen.



To create its full palette of 4096 colours, HAM mode specifies sixteen colours as base colours. It then calculates all of the other colours in relationship to those base colours, as opposed to having a fixed palette of 4096, which would require a lot more memory. One of the greatest advan-













tages of working in HAM mode is that you can change one of the colours in your palette and, providing it isn't a base colour, no colours on the screen will be affected. Users of non-HAM mode art packages will be familiar with the frustration that is caused when you change a colour in your palette without realising that colour was already in use. Return and you'll find that everything that used that colour had changed to the new one. That doesn't happen with HAM mode. Once a colour is placed on the screen, it stays there unless deliberately changed by the user.

FILLING THE SCREEN OUT NICELY

Once you've selected a satisfactory palette, you can begin to explore the other options hidden within *Deluxe Paint IV*. One of the nicest options that I discovered was tucked away in the Fill options window. When using other Amiga art packages, including *Deluxe Paint III*, if you wanted to fill a spherical object so that it appeared as if there was a single point light source, it wasn't possible without a great deal of messing around. If a single point of light were applied to a metal ball, it would give the impression that there was a single bright spot on the ball at the point nearest to the light source. The colour would then gradually fade away in concentric circles, becoming darker and darker the further away from the light source you moved.

Deluxe Paint IV now includes a fill option called Circle, which takes all the hard work out of drawing spherical objects with a single point light source. Now you simply define what colour you want the object to be, select Circle Fill, and click the cursor somewhere within the object to be filled. A line appears, which represents the direction and distance of the light source. You can move the line around the screen and, when you're happy with the positioning of the light source, a mouse click starts *Deluxe Paint IV* creating an accurate circular (radial) fill pattern. Another variation on this theme is called Contour. Using Contour Fill, objects are still filled using a radial fill pattern, but instead of using perfect circles of colour throughout the fill, *Deluxe Paint IV* creates bands of colour that fol-

FROM BLACK AND WHITE, TO TECHNICOLOUR, AND BACK AGAIN

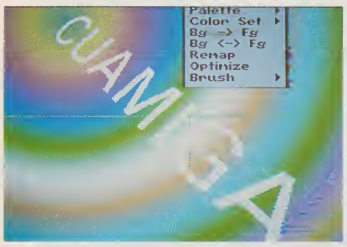
Within the Process menu there are three new options, Colorize, Tint and Shade. They are all concerned with recolouring existing images. The differences between them are extremely subtle and are created by applying Boolean logic to the recolouring processes. By using these options, you can instantly create a wide range of effects ranging from moonlit nights and sepia toned photographs to scenes bathed in the amber glow of firelight.

4PLAY

low the outlines of the shape being filled. This creates an effect that looks like the contour lines on a relief map.

RANGING THROUGH THE SPECTRUM

Another option that is associated with the various fill options, is Range. On *Deluxe Paint III* this was just a small sub-section of the main palette. Range allows you to specify the range of colours that *Deluxe Paint III* uses for dithered fill operations. One of the greatest restrictions of creating a range on *Deluxe Paint III* is the fact that you can only define a range between colours that were sequential on the palette.



Supposing you had a red, a green and a blue in your palette and you wanted to create a range of colours which graduated from red to green to blue.

That was fine so long as they were arranged on your palette in that order; but if, say, the blue was before the green on your palette, you were stuck. You had two choices: rearrange your palette, which may not be convenient, or colour your picture in by hand, which could take vast amounts of time. *Deluxe Paint IV* has rectified that problem.

Now all Range operations have been consigned to their own sub-menu. When you select Range, a window similar to the palette window opens up at the bottom of the screen. In the top half of the window is a calibrated horizontal bar that represents the current range that you are working on. Beside that is a switch that allows you to flip through the other seven ranges that can be set. Beneath the range bar is

METAMORPH FROM A CATERPILLAR TO A BUTTERFLY IN ONE GO

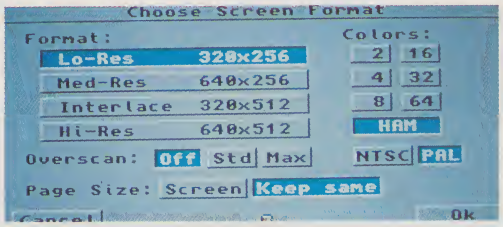
Another great command, Metamorph, allows you to transform one brush into another. Open the brush menu and you will find a new option, Spare. Select Spare and you will be presented with three further options; Brush->Spare, Brush<->Spare, and Metamorph. Brush->Spare simply allows you to store your current brush in a memory buffer for later use. Brush<->Spare allows you to change your current brush for the one that's stored in memory. The really interesting option is Metamorph. To use Metamorph, you must already have a brush stored in memory (a spare brush). When you then create a second brush and select Metamorph, *Deluxe Paint IV* will ask you for the number of frames to perform its changes over. Once the number frames has been set, *Deluxe Paint IV* will produce an animated brush (anim brush) that transforms the current brush into the spare one. In practice, this means that if you told *Deluxe Paint IV* to metamorph your brush over ten frames, frame one will be the current brush, and frame ten will be the spare. The other eight frames will contain brushes, each of which is slightly different to the previous one, that transforms the original brush into the spare brush. At its least impressive, this allows you to create subtle fades which transform one graphic into another. At its most impressive, you can create wonderful transformations that appear to stretch and blend one image into another. For my test, I created a 20 frame transformation, changing the King Tut screen into a screen containing the Electronic Arts logo. When run as an animation, the logo appeared to melt in watery-looking ripples. As the ripples settled, another image was born.



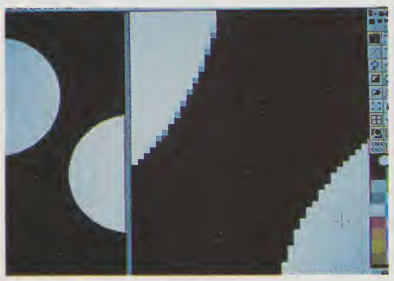
The different effects that can be produced using (clockwise from top left) Shade, Tint and Colourise. Shame it hasn't improved her complexion though.

HAMINATION

The most eagerly-anticipated addition to *Deluxe Paint IV* is doubtless the addition of HAM mode animation. Many previous software packages have promised it, and *Photon Paint* half-delivered it. Enter *Deluxe Paint IV*. Many users will already be familiar with the animation tools provided by *Deluxe Paint III*. They will remember how user-friendly and quick they were to use. Well, those tools are now available for HAM mode animations as well. Electronic Arts have even managed to add delta compression to the animations, which means that you get more frames of motion for your memory. Using the tools provided by *Deluxe Paint IV*, you can define the number of frames to your animation and then tell the computer to rotate your images through any axis. You can also tell the computer to move your image in any direction or perform perspective operations on images (to make it look as if they are moving closer or further away from you). A really useful new feature of the animation section of *Deluxe Paint IV*, and one which applies equally to HAM and ordinary animation, is the addition of an animation control panel. When Control Panel is selected from the menu, a video-style panel appears at the bottom of the screen. On this panel are all the controls that you will need to play and edit your animations. There are, of course, buttons to play and rewind your animation, but the best feature, in my opinion, is a horizontal drag bar. By clicking on the bar and dragging it left or right, you can flip through the frames in your animation. Because all the frames are represented on one bar, regardless of the total number of frames, you can find specific frames much more quickly and easily than was possible with *Deluxe Paint III*.



a palette of 32 colours, and beside that is another switch that lets you flip through all of the other available palettes. Creating a range is simplicity itself. Point the cursor at any of the colours in the current palette and click the mouse button. This will change the cursor into a small coloured box. Place the box anywhere on the calibrated bar and the first colour in your range has been set. Repeat the process using a different colour from the palette, and putting the colour down at a different position on the range bar. As soon as this is done, the computer calculates the colour graduations (in HAM mode) between the two colours and displays a colour spread below the range bar. A simple range has now been created, but it doesn't have to stop there.



If another colour is positioned on the range bar between the two existing ones, *Deluxe Paint IV* will automatically recalculate its colour spread to incorporate the new colour. The only limit to the number of colours within a range is the number of colour boxes that can be squeezed onto the range bar. In practice however, you are extremely unlikely to require much more than a quarter of the available space, even when creating the most dramatic colour spreads.

Deluxe Paint IV certainly looks the business and the host of new features makes it a worthy addition to the series. We'll have a full review as soon as the package has been finished.

FEATURES SUMMARY

HAM MODE - Allows you to create artwork using the full 4096 colours on screen at once.

HAM ANIMATION - Allows you to create animations in HAM mode.

PALETTE - Offers a new selection of controls to assist in the easy creation of HAM mode palettes.

RANGES OPTION - Gives you total control over all colour spreads used for fill operations.

COLORIZE, TINT and SHADE - A variety of options that give you image processing options usually only found in dedicated systems.

CONTROL PANEL - Gives you a video style control panel to simplify animation control.

LIGHTBOX - Displays previous animation frame beneath current one to allow you to see what changes you are making.

HAM DELTA COMPRESSION - Only saves the changed parts of the screen from one frame to the next, thus making huge memory savings.

ANTI ALIAS - When selected this smooths out lines and curves, disguising the jagged edges that are created when working in Lo-res.





Four levels of difficulty will help you to learn quickly - and optional autopilot landings will allow you to concentrate on airborne action. The controls are simple, effective, and easy to remember. It is a great flight sim for beginners and experts alike.



Fly missions in any of six real world arenas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying area of nearly half a million square miles.
Each area contains hundreds of missions and each mission will differ depending on your chosen tactics, even if you fly it twice!

IBM PC & Amiga screen shots



An amazing ten viewpoints give you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used to automatically change the view for you, so that you're always looking right at the centre of the action.



The newest smart weaponry and laser-guided armaments are primed for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy attack being thrown at you.



Enemy pilots and missile crews act and react intelligently and quickly. Success depends on making the right moves - and making them fast. F15 Strike Eagle II puts you in the hottest seat of them all - Take a look for yourself.



F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and ftest

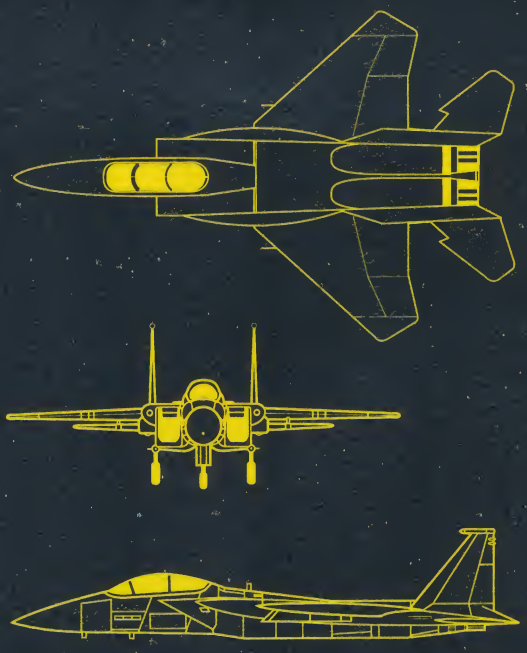


AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most manoeuvrable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.

The latest version of the Strike Eagle is equipped with a sophisticated zoom FLIR/TV/Laser target tracking system that allows the pilot to see close up views (either TV or thermal) of the target at all times.



MICROPROSE™
SIMULATION • SOFTWARE

l greatest from MicroProse will soon be available for Commodore Amiga and Atari ST.

C.L.Imb aboard

part 1

Designing your own demos can be easy and enjoyable, but first you'll need to prepare your disk. Martin Rayner shows you how to do it in this, the first of this month's trio of features on making your own software. . .

FORMATTING A DISK

To format a disk, you'll need two things: the Workbench disk, and a blank or unwanted disk. Insert the Workbench disk in your drive. When loaded, remove it and insert an unformatted blank disk. A new disk icon should appear, which will be named DF0:BAD. Click on the disk icon once to select it, and choose 'Initialise' from the Disk menu at the top of the screen. You'll then be requested to put the Workbench disk back into the drive. After a few seconds of disk activity, you will be asked to replace the disk named BAD. From there on, it's simply a matter of following the on-screen prompts. When the format task is completed you will have a disk that is now named EMPTY. You can rename the disk by clicking once on its icon, and selecting RENAME from the disk menu. A window will appear containing the current name which can be changed by typing in the new word.

USING CLI

To issue some of the following commands you will have to use the CLI. To access the CLI you must load Workbench (yet again)! Double click on the Workbench icon and when it's opened, double click on the SYSTEM icon. Finally, when the system window has opened you will see a file called CLI. Double click to load it, and you will be presented with a window into which you can type commands.

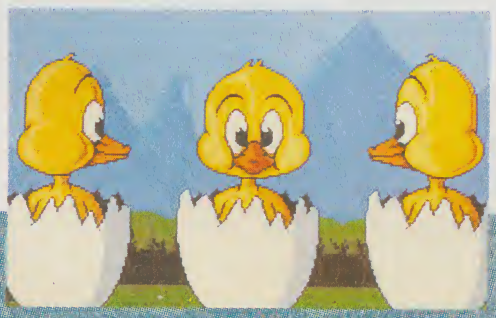
AUTOBOOTING

Before you can use the formatted disk, you'll need to install it. Although you can store files on a newly formatted disk, you cannot make the disk auto run until it's been installed. You may have heard of a bootblock. A bootblock is a section of the disk that the computer looks at as soon as you put the disk into the disk drive. The bootblock contains a standard block of information that the computer refers to in order to ensure that the disk is a valid Amiga disk. Professional games often substitute the standard bootblock for one of their own, as part of their copy protection process. To install your own standard bootblock, enter CLI and type INSTALL DF0: The computer looks at whatever disk is in the internal disk drive and installs a bootblock for you.

DIRECTORY ENQUIRIES

To make finding information on a disk a little easier, the Amiga can group disk files together in the electronic equivalent of a folder (called a directory). Items stored in a directory do not show up immediately when you look at the disk. They only become visible when you open the directory and look inside. Earlier on, when you double clicked on the SYSTEM icon, you were actually looking inside a directory to see its contents. Sometimes you may encounter a directory within a directory. The inner directory is then known as a sub-directory. The sub-directory is said to be the child of the main directory, and the main directory is said to be the parent of the sub-directory.

It is usual to store related items of





CLASSIC DEMOS

CU's demo section kicked off in April 1989 featuring such gems as the Kylie Minogue 'I Should Be So Lucky' slide show. After that drivel the PD circuit really needed livening up. Along came Tobias Richter and his awesome 3D Star Trek demos, Budbrain's remarkable but silly mega-demos which struck the balance between graphics, music and fun, and Crionics' technically outstanding releases which pushed back the boundaries of Amiga programming. Before all this came the classic Amiga Juggler, a ray-traced character who preformed tricks with reflective balls. This demo was responsible for many of the Amiga's first sales.

Some of the ultimate demos of our time have been huge, multi-disk, memory absorbing affairs such as Walker, which featured a digitised AT-AT from Star Wars strutting through a deserted street taking the odd pot shot at buildings. And, a year after Kylie came a demo based on Neighbours star Annie Charleston. There's no winning is there?

information in a directory. For example, if you were working on several utilities at once, you may find it easier to store all the information about each utility in separate directories. To make a directory, open the CLI and type MAKEDIR DF0:TOOLS This will create a directory on the disk in DF0: called TOOLS. If you then wanted to create a subdirectory inside tools called SPANNERS, you only have to type the following;
MAKEDIR DF0:TOOLS/SPANNERS

COPY CAT

There are several ways of copying the data from one disk to another. We'll begin by looking at how to copy an entire disk. First load Workbench. With the disk to be copied in DF0: click its icon and select DUPLICATE from the Workbench menu. A requester box will be displayed asking you to insert Workbench in drive DF0: Click on the word CONTINUE and the box will now display the tracks that are being copied. You will then be requested to place a DESTINATION disk (your formatted disk) in drive DF0. Remove the Workbench disk and replace the formatted disk then click the word continue. Follow the on-screen prompts until the requester box displays COPY FINISHED. You will now have a disk which is named Copy of (whatever your other disk was called).

COPYING SEPARATE FILES

To copy files from one place to another, you must tell the computer where you want to copy from (the source), and where you want the copy to go to (the target or destination).
A simple copy command would look something like this;
COPY DF0:Fred TO DF1:Jane

When you type the above command into the CLI window (followed by return), the computer copies a file called Fred from DF0: to DF1: and renames it Jane. If you want to copy something from one directory to another on the same disk, it's just as straight forward. Suppose you need to copy a file called ABC from a subdirectory called 123, and you want to put it in another subdirectory called 789. You type; COPY DF0:123/ABC TO DF0:789/ABC
Easy or what!

WHEN I'M CLEANING WINDOWS

THE SCREENSHOTS BELOW ILLUSTRATE A COUPLE OF THE STAGES INVOLVED IN FORMATTING A DISK. HAVING SELECTED *INITIALISE* THE COMPUTER WILL ASK FOR THE WORKBENCH DISK, WHICH IT NEEDS IN ORDER TO RELOAD THE FORMATTING INSTRUCTIONS. IT WILL THEN ASK YOU FOR THE DISK TO BE FORMATTED. AFTER THAT IT'S SIMPLY A MATTER OF FOLLOWING THE ON-SCREEN INSTRUCTIONS.





WAR ZONE





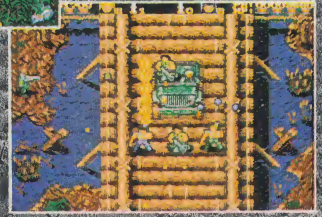




The year is 1999. World peace is being threatened by an unknown enemy force. You and your accomplice have been chosen to lead an allied attack which will take you through eight different scenarios.

War zone can be played by two players simultaneously, or as a single player game. The two player game centres around the interaction between both players, developing a need for team work and a 'cover my back' style of strategy.







AVAILABLE ON
ATARI ST AND
COMMODORE AMIGA
£20·99

SCREEN SHOTS TAKEN
FROM AMIGA VERSION

CORE
DESIGN LIMITED

Suite C Tradewinds House 69/71A Ashbourne Road Derby DE3 3FS Telephone: (0332) 297797 Facsimile: (0332) 381511

STARTING UP WITH STYLE

MESSAGES

PLAY

HELLO, MY NAME IS

PLAYABLE DEMO- PLAYABLE DEMO

platform ADVENTURE

MOVING - BLASTING

how do you do

FUN - PLAY IT NOW

ME TO FIRE YOU UP

intr

Now that you've had the mysteries of CLI explained, you're ready to create your very own stylish start-up sequence. Mat Broomfield is on hand to explain how it's done.

part 2

With the advent of 16-bit graphics and sound, game intros have become progressively more elaborate and spectacular. For those of us who cannot program to save our lives, there seems to be little hope of ever producing demos of similar quality. But think again! There are a multitude of public domain utilities available that will allow even the least experienced users to create their own slick-looking intros. In the following pages we take a look at a few of the best, and talk about how you can use them to give your disks a face-lift.

STARTING OUT

Before we look at a few utilities in detail, it may help if I explain a bit about the way disks are put together. When a computer is first switched on and a disk inserted in the internal drive (DF0:), the computer examines the disk in search of several important pieces of information. The first place it looks in its search is the boot block, but we'll talk a bit more about that later. After looking at the boot block, unless specifically told otherwise, the computer will look for a file called the startup-sequence. This file contains a list of instructions telling the computer what to do next. These instructions are stored on the disk as an ordinary text file. This means that they can be edited using any word processor or text editor that saves its data in ASCII format (most of them do). The computer expects to find the startup-sequence file in a directory called S. When it has found the file, it interprets it using the Command Line Interface (see previous feature for an explanation of directories and CLI). Because the computer looks to the startup-sequence to tell it what to do next, you can add your own instructions to it, or even create your own unique startup-sequence. By doing this, you can easily tell the computer to load extra programs, such as demos etc, to make your disk a bit more professional looking.

To make things a bit clearer, here's the startup-sequence for this month's extra coverdisk;

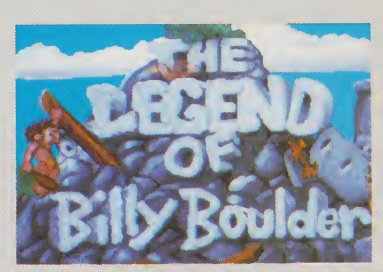
BORDER Off
PICSHOW Title
NOISEPLAYER -P1
Modules/mod.Space-Song
CLS
PICEND Title
RUN GET_SET_GO! CUAmiga menu

Each line of the sequence represents a separate command, and as each of the lines is explained you'll see how simple it is to turn a boring disk into something altogether more exciting!

That'll Do For Starters

In the early days iof the Spectrum, games opened with a few strategically-placed words or a title. This went on for several years, until the ever-inventive guys from Ashby De-La-Zouch, Ultimate, stunned Speccy games players with a stunning intro screen and a short tune. As can be expected, this 'radical' new idea took the indistry by storm, with practically very new game boasting an attractive screen. What's more they were beneficial for the software companies in so much that they could be used to spruce up tedious drivel. In terms of actual gameplay, the opening screens for a game are pretty negligable, but they can also add atmosphere.

With a few animations or a stunning still image, a game's presentation can be increased ten-fold, and past pictures by the likes of Pete Lyon and Ian Harling prove this. Pete's title screen pictures are nothing short of stunning, and when he puts one together, he uses every piece of available memory and the Amiga's full array of colours. In addition, he makes sure that as many features of the actual game incorporated within his piece, and uses the extra memory to add a neat feel to, say, a spacescape. Film licences perhaps benefit the most from a title page, and when a game's graphics don't exactly resemble their hero, a movie-like atmosphere can be generated with the addition of a a few digitised or completely redrawn scenes from the film.





STARTING UP WITH STYLE

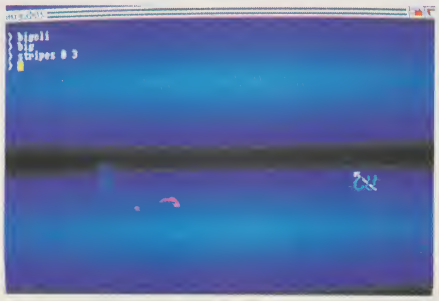
1. The first command, BORDER Off, switches the border off all CLI windows. This means that the computer can use the full size of the screen to display all future output.

2. PICSHOW Title forms one half of a pair of commands which display, and remove, IFF pictures from the screen. In our case, it displays a picture called Title, but you can make it load any picture you like by changing the word Title to the name of your own picture.

3. The third command is slightly more complicated because it not only loads a file (called mod.Space-Song, located in a directory called Modules), but it also features a variable (-P1). *Noiseplayer* is a utility that loads and plays *Protracker* music (*Protracker* is given away free on this month's coverdisk). Whilst it's wonderful to have a piece of music playing as part of an intro, some people may want to turn it off. You may even need to turn the music off to conserve memory or processor time – as with our Warzone demo. This is where the variable -P1 comes in; there are six ways to turn a tune off once *Noiseplayer* has started playing it, but -P1 simply means stop playing when the left mouse button is pressed. See the *Protracker* introduction on page 148 to find out about other ways of stopping a song playing.



Stripes is a very flexible program that allows you to customise your CLI screens. And just to prove how easy it is to use, simply follow the instructions in the Disk 14 box below. . . .



This is just one of the multitude of readily available and cheap utilities which will greatly enhance your routines. Smart, is it not?



Make your own demos by using the striping effect we're giving away free on coverdisk fourteen. . . .

4. CLS is straightforward. It clears the current CLI window of anything that may be there. It doesn't wipe the screen that was displayed using the PICSHOW command.

5. PICEND Title is the twin of PICSHOW, except it removes the picture called Title instead of displaying it.

6. The final command, RUN GET_SET_GO! CUAmigamenu, actually loads a program called GET_SET_GO! This program, in turn, loads a text file called CUAmigamenu. GET_SET_GO! is the program that creates the menu.

Continued on page 146

WRITE YOUR OWN STARTUP SEQUENCE

Here's a handy ten-step guide to writing your own startup sequence.

1. Load workbench and format a disk.
2. Open the CLI from Workbench and install your formatted disk using the INSTALL command.
3. Using the MAKEDIR command, make a new directory called C.
4. Using the COPY command copy the files that you want to include in your startup-sequence from the C directory of our disk, to the C directory you've just created on your own.
5. Copy any additional files that will be needed for your intro, such as pictures, soundfiles, etc.
6. Create a directory called S on your disk.
7. Load up your favourite word processor or text editor. If you don't have one, you'll find Memacs on the Extras disk of Workbench 1.3, or Notepad on the main disk of Workbench 1.2.
8. Type the names of the routines and utilities you want your demo to include, adding any variables or extra file names as required. Remember that they'll load in the order you type them. Make sure that each command is on a separate line. Apart from anything else, this makes them easier to read.
9. Save your text file to disk using the title S/STARTUP-SEQUENCE.
10. That's it, you've just created your own intro!

DISK fourteen

ON THE DISK

A list of routines in the C directory that will help you jazz up the most boring of disks.

ROUTINE	PARAMETERS	EFFECT
BIGCLI	NONE	Increases size of CLI window
BORDER	ON/OFF	Removes CLI window border
SHOWIZ		(filename) Loads an IFF screen called(filename) and displays it
STARS	NONE	Adds a starfield to the current CLI window
STRIPES	Type STRIPES ? for parameters	See screenshot
PICSHOW	(filename)	Loads and displays an IFF screen called (filename).
PICEND	(filename)	Removes screen displayed by the PICSHOW command..

3D CONSTRUCTION KIT™

BUILD YOUR OWN VIRTUAL REALITY

It's a simple, effective way to design a detailed environment (house, garden, village, ship, car etc. etc.) and then look around it to make sure you like the look of it from every angle.

There are environments through environments. For instance, the house has rooms, the rooms have furniture, a chest of drawers has compartments, the compartments have secret boxes, the boxes have ..... etc. etc.

It's up to you. The limit is your imagination. Use it for school – or to show Mum how to re-arrange the living room. Dad might be interested in how the garden would look if it were laid out differently – with a new pool? And how would the neighbours see it from their angle? It's easy! Just spin it round!

This is probably one of the most expensive pieces of software you'll buy this year – but *at last* you can make your computer really show it's potential.

"There's no doubt about it, this could be the most impressive game creation utility ever released.

Not only does it allow you to create run-time modules complete with animation, shoot-em-up compatibility, puzzle solving, and maze exploration – but it enables you to do it in solid 3D, using a system that's even better than Freescape!"

ACE – FEB 91

"3D Construction Kit gives newcomers and non-programmers the power to create solid 3D objects that can be stretched, rotated, suspended, stacked and even given animation effects. Yet the whole system is so user-friendly that it makes most simple art packages look cumbersome."

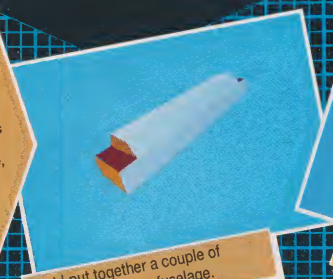
ST FORMAT – FEB 91

"Build your own virtual reality, but don't be misled. This is **not** a boffins only product. I've produced a special video included in the pack which shows you how to do it – and helps get you off to a flying start. After that it's simple and in no time you'll be impressing everyone with 'magical' designs on your computer!"

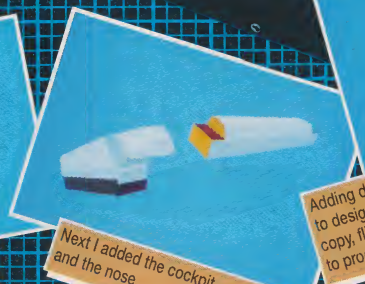
IAN ANDREW, INCENTIVE

PIERRE TAYLOR (28) – PORTSMOUTH.

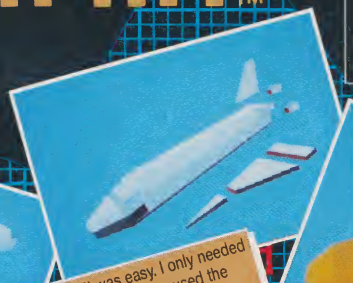
I own a car company, but my real love has always been the idea of space travel. I've often played around with art packages but what I really wanted to do was to design a spacecraft once, then bring it to life and walk around it. This incredible package allows someone like me, who knows very little about computers, to do it easily!



First I put together a couple of blocks to make the fuselage.



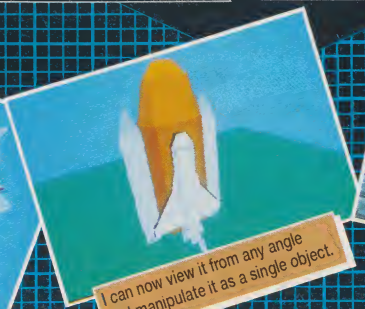
Next I added the cockpit and the nose.



Adding detail was easy. I only needed to design one wing, then used the copy, flip and rotate feature to produce the other one.



I added the fuel tank and boosters.



I can now view it from any angle and manipulate it as a single object.



This is a head on view, showing the control panel which enabled me to do it. Not bad eh? Pretty good for a beginner.

PAUL BUCHANAN (22) – EALING – TRANSPORT ECONOMIST.

I've always wanted to design my own house, but I could never really visualise what it would look like once it was built. What would it look like from above? Or from the side? Or what if I wanted to walk through the front door and arrange the furniture? With this marvellous software package, I can do all the things and make my dream house come true.



To start with I put up three simple walls.



Then I made a roof and lowered it down.



I added windows, a picket fence and the first tree in my garden. But the interesting bit was yet to come...



Walking in through the front door, I could see what the rooms would look like.



And using the simple control panel, I could design the furniture and move it around.



Home, sweet home!

CHRIS HALL (15) – STUDENT – YORKSHIRE.

I loved Castle Master and wanted to make a similar game myself. I had plenty of ideas but no way of bringing them to life. After all I'm not a programmer.



Using a couple of the many 3D objects included in the pack, I quickly designed my own game landscape.



I wanted to give the game a particular style. This was easily done by using the excellent colouring and shading facilities.



Then I set up some of the conditions which could make the game truly interactive.

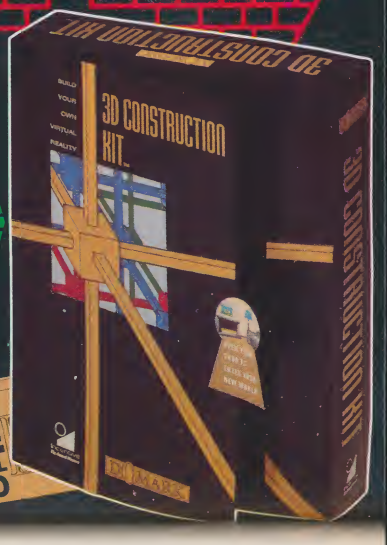


Using the simple pull down menus and on screen prompts designing a great game was a doddle – I could even have strength and time bars!



Finally, I dropped in a control panel from several included (although I could have made up my own).

I've sent the finished game to my cousin in Wales. He hasn't got 3D Construction Kit yet ... I reckon it won't be long before he gets a copy.



INCLUDES FREE TUTORIAL VIDEO

incentive
The Award Winners

Available on
Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk)
Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128.

Amiga Screenshots Designed and Programmed by Incentive Software

© 1991 New Dimension International Ltd.
Artwork and packaging © 1991 Domark Software Ltd.,
Ferry House, 51-57 Lacy Road, London SW15 1PR. Tel: (081) 780 2224.

Coming soon: The Incentive Story – 4 award winning Incentive 3D games in one pack!

DOMARK

TRICKS WITH TYPE

Using lettering creatively can be fun and easy. With a little help from Peter Lee you could soon be designing posters, letterheads and party invitations...

At the recent computer arts festival in Liverpool, the Amiga underlined its position at the forefront of the technical revolution sweeping through the art world. Commodore's best-selling machine provided the majority of the entries on show and has become firmly established as *the* machine for computer graphics.

With an ever-increasing range of impressive game intros, wonderful in-game animations, and the vast number of demos and slideshows on offer from various demo groups, the Amiga reigns supreme. Unfortunately, for the complete novice and six-stone graphic weaklings amongst us, such work can inspire a feeling of utter inadequacy and despondency.

Fear not! Although a fair degree of artistic talent is almost certainly necessary when using an arts package such as *DeluxePaint* or *Photon Paint*, it's equally important to develop a suitable technique for the medium and become familiar with the many different options that are available at the click of a button.

If you follow the simple steps and hints contained within this feature and the months to come, you, too, can produce top-quality work to rival the best. Just by using text and a few colours it's possible to knock up some pretty nifty effects. Don't worry if all you have to work with are the fonts which came with your Workbench disk. Fonts such as Topaz and Diamond may not be gems, but, used in the right way, they can be just as effective as some of the more expensive fonts on the market.

A cheap source of additional fonts is available from PD libraries. These are exceptionally good value and will help put some punch into whatever you do. If you really get hooked, colour fonts have been created by some softcos – choose from chrome-effect lettering, play-block type or even text set in stained glass windows for the zealots amongst you.

Many of the fonts on the market are aimed at professionals, such as video users and magazine designers. They're not much use to the hobbyist at home and are often expensive and of humungous proportions. Size is NOT important (I tell you!). Don't get caught out by buying giant fonts; you can only fit so many on screen at once. Aim to buy a large selection of smaller sized fonts for the best effects.

It's no good loading in any old font and typing away. A font has to be carefully selected to suit a specific task and evoke a certain mood or feeling. To illustrate this, and to give you some ideas for designing your own screens, we'll take a party invitation as an example.

Making an eye-catching invitation means thinking of a gimmick and picking the right font for the job. Choose a typeface which reflects the kind of party you want to hold; usually this would be a light face which is stylish without being too formal. If you decide to hold an all-night headbanging session (not next door to me, please!) then you might use some thick-set, blocky fonts (no reflection on your intended guests, of course). The more laid back the party, the more casual the font.

Although an invitation has to contain certain information, such as where and when the party is going to take place, there's still space for you to include your own individual touches.

Using *DeluxePaint III* it's possible to hack around with a font and change its



TIPS

- Remember to use white as your background colour – this saves on ribbon wear.
- If your Amiga's memory allows, use at least medium resolution, to get smoother, neater fonts; plus the advantage of a better looking printout.
- Remember, if you change screen resolution, you lose the font you have in memory. Simply reload the font from within *DPaint*.
- Unless you bold up spindly fonts, you can lose a lot of definition when it comes to printout. What you see on screen is NOT what you get on a standard 9-pin printer.
- Personalise invitations by individually printing your guest's name– you are going to print the invitations out separately anyway (unless you have access to a photocopier), and changing a name is no problem.
- If, however, the names are in a detailed style, customise the names all together and store them on the spare screen (Keypress J), cutting and pasting between the spare and the printing screen as needed.

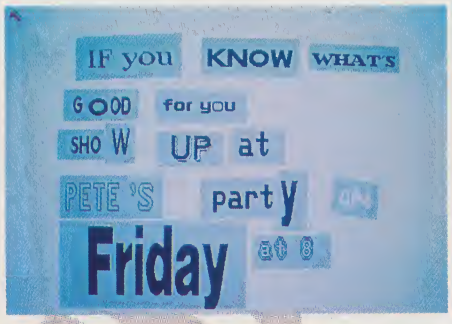
appearance. You can add a little pep to some typefaces by making them italic. Typefaces with thin lines can be lost when printed out so it's usually a good idea to bold them up.

After you've typed in the text for your invitation it has to be catured as a brush. Press keyboard 'B' and drag out a box to include the text you want to work with. There are various tricks you can use to manipulate the text such as flipping the text in the Y plane to form a mirror image (keyboard 'Y') or rotating letters (keyboard 'Z'). These are fairly standard 'tricks of the trade', but there are many more tweaks you can pull out of the hat to cajole even the most jaundiced of partygoers to venture out. The following list is nowhere near exhaustive, but will give you a few tips and hints for altering the basic font and provide ideas for further improvements.

SIMPLE BUT EFFECTIVE

Having cut out your text as a brush,

PRINTING TRIVIA The first book printed in English was the 'Rucuyell of the Histroyes of Troye', in 1474, printed by William Caxton. Caxton (1421–91), a merchant, was the first English printer. He printed a book on chess among the hundred or so he produced in his lifetime. In all his life he used just EIGHT fonts – the first of which he brought from Bruges, Belgium, where he lived for many years. He branched out with woodcut illustrations from 1480 – not so much clip art as chisel-art.



choose a darker shade as the background colour (by selecting the appropriate colour and clicking the right mouse button). Then, before placing the text back on screen, press the right mouse button to stamp down a shadow. Now move the original text brush slightly to give a 3D effect.

Another neat trick is a neon effect. This is obviously more effective with colour printers or on VDU displays, but interesting effects can also be achieved by using different shades of grey. First define a range of colours (black to white would do fine), and select the lightest first. Working down the range, select each colour (left mouse button) individually and outline your text brush (Key 'O') before each colour change. Shades of blue give a great fading intensity but this tends to lose its impact in a grey-scale dump.

A TAD MORE COMPLICATED

Use the brush of your text as the fill and wrap it onto any shape (access the fill options by clicking on the fill icon with the right mouse button). Using this method you can design any shape and then 'pour' in the text so it takes the form of the shape. This takes a lot of practice to perfect and not all fonts are suitable – experiment!

In a similar vein, you can make a brush of your text and wrap in onto a filled circle to imitate a plate. By drawing in some cutlery you can make a real meal of the design!

NOT AS HARD AS IT SOUNDS

Making text look embossed is easy in practice but difficult to describe. It's simply a case of cutting out the text, painting it back onto the screen while moving the mouse slightly in all directions, and then moving the text ever so slightly and pressing the right button to stamp through to the background. This leaves a subtle yet distictive outline of the text. For a more striking version, use ➢



Feeling Blue? A bit of creative lettering, and a witty caption could be all it needs to fill your house with rowdy friends and soulful music.



How about this for the epitomy of rustic charm? A tasteful woodcut-style picture nicely contrasts with the bold simplicity of the typeface.



With an invitation like this, how could your guests possibly say no?! Mmm, I can almost taste the soggy chips and mouldy burger.



This might be a stark invitation, but its elegant design and classy lettering help to ensure that it will be an eyecatching offer.

TRICKS WITH TYPE

two foreground colours of slightly different intensities and make the lighter one the highlight. This gives what's known as a bas-relief effect. To make the brush take on a different foreground colour, press F2, and select your colour from the menu.

NOVEL APPROACH

Ransom demands are sometimes made out of cut out letters from old newspapers. This effect can be mimicked fairly easily with only half a dozen fonts. Type each word, place it onto a greyish rectangle (to simulate newsprint), and rotate a few of the letters for effect. If the fonts you have aren't really that big, you can make a brush out of the text and stretch it to any size you want.

As a finishing touch to the invite, an illustration can brighten things up. Try not to be too predictable. If you're using some clip-art (ready-drawn illustrations), boost them up with your own ideas.

While you may not think fonts are fun, what you can do with them is! Check out some of our own efforts to see what you can do, then improve on them! If you manage to come up with some really striking designs, send them into CU Towers and we'll print a selection of the best ones as well as sending the overall winner a super pile of free software.



Could this be an example of Picasso experimenting with his cubist period?



Use your imagination and your guests will be floating on air at the thought of your party.



A good eye, and a few modern designs are all it takes to create a really enticing invite.

DISK fourteen

THIS DISK

On this month's coverdisk, you'll find two great fonts for you to use in your own designs. They're called Basel and Blacksh, and you can find them in the fonts directory. *D-Paint III* owners can simply load them in the usual way. *D-Paint II* ownes will have to use the instructions given in the box alongside this one. Whichever art package you use you can look forward to some great results using these professional-quality fonts to make your own invitations and posters.

HOW TO ASSIGN FONTS FOR D PAINT II USERS

If you have 2 drives – put your fonts disk in the second drive. Boot as normal with your Workbench disk. Before you start to run *DPaint II:*

1 Open up your Workbench disk icon and, depending on the version, you'll see either an icon labelled CLI or Shell in the new window.
2 Double click on this icon, and a window will open up.
3 Now type in the following:

C: ASSIGN FONTS: DISKNAME: DIRECTORY where diskname is either the name of the disk with your new fonts on it, or simply a drive name (i.e. DF1), and directory is the name of the directory where the fonts on your new disk are stored. This may well be called Fonts. If the fonts are not in any specific directory, but just stored on disk, miss out the directory part of the command.

EXAMPLES: c: assign fonts: df1: Fonts
c: assign fonts: Fontdisk:large
c: assign fonts: df1:

4 Tidy things up by typing

C: ENDCLI
and the window will close. Load DPaint II as you would normally.

If you have 1 drive only - a few more steps.
1 Boot as normal with your Workbench disk
2 Open up the Workbench disk icon, and double click on the CLI or Shell icon (whichever is displayed)

3 Type in the following:

C: COPY C:ASSIGN RAM:
4 Wait for the file to be copied into RAM. Insert the disk containing your fonts into the drive.
5 Type:

RAM: ASSIGN FONTS: DFO: DIRECTORY where directory is the name of the directory where the fonts on your new disk are stored, or if in no specific directory, miss this out.

Examples: Ram: assign fonts: df0: Fonts
Ram: assign fonts: Fontdisk: large
Ram: assign fonts: df0

6 Tidy things up now by typing

C: ENDCLI

Once the disk drive is quiet, carry on to load *DPaint II* as you would do normally, but be prepared for a few disk changes when you come to load in the font directory from *DPaintII*'s pull-down menu. *DPaint II* will first ask for Workbench then, after inserting that disk, you'll be asked for the disk you told the Amiga your fonts were located on. Insert this, and the fonts at your disposal are now the ones on your fonts disk.

* It doesn't matter if you use capital letters on not when typing out commands, but the colons (:) are vital.

THE GERM THAT ATE MY BRAIN !!!

GERM CRAZY

SEE!
it eat through all major organs

HEAR!
hysterical screams of agony

FEEL!
completely sick

starring
YOU
as the victim of this incredible
DISEASE



ST/Amiga

ELECTRONIC ZOO

ELECTRONIC ZOO, Elliot Road, Love Lane Industrial Estate,
Cirencester, Glos. GL7 1YS (0285) 641541

Available now

Access VISA

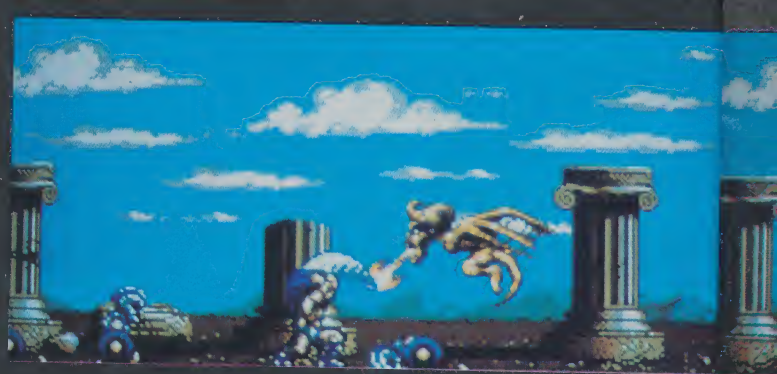


MYTH

It's been a year-and-a-half since Myth stormed the 8-bit world. Now System 3 are trying to repeat the game's success on the Amiga. Mark 'Bad case of Harpies' Patterson was there to look at the game behind the myth...

IT'S A MYTH-STORY *Myth*'s plot revolves around a mad god, Dameron, using his divine intervention to wipe out the world by altering its past. As usual, only one man can save the world, and this time it's a barbarian, complete with headband and loin cloth. The hero has to journey through several mythological settings, solving puzzles and slaughtering several major-league bad guys such as the hideous Medusa and the gods of Valhalla.

The first three levels are divided into three subsections, and are either horizontal or multi-directional scrollers. The gameplay changes drastically for the final level, evolving into a shoot 'em up where the barbarian goes one-on-one with Dameron. The second level is set inside an Egyption pyramid, and, for this, the games style changes again, utilising a technique called banding. This is where the majority of the screen remains unused bar a small play area. Banding is usually used to generate atmosphere, though it does have technical advantages, too. The amount of unused screen space means routines run several times faster. Virgin used the same technique throughout their stylish beat 'em up, *Ninja Warriors*.





GOREZONE When a bad guy buys the farm it's like something out of a cheapo horror flick. His head parts company with his shoulders, accompanied with a massive spray of blood, then bounces off the screen. This routine was originally used in Palace's *Barbarian*, which consequently resulted in the game being banned in some European countries. System 3 are obviously hoping a more liberal attitude has developed among the censors in the last few years.

Half a dozen different graphic artists have worked on *Myth* at one time or another during the last eighteen months, predominantly using *DPaint 3* in sixteen-colour mode to design and animate all the characters. To give the game a more console feel the cast have been drawn in a short, stocky







Inspiration for the game's many hideous creatures came from classic fantasy films such as Clash of the Titans and the Sinbad series of movies.

TH



Within the Greek stage our beefy hero encounters Ray Harryhausen-style Golems and Skeletons that crawl out of the ground. Watch out, also, for kamikaze Harpies and Medusa with her stony-stare.

WELL MYTHED The myths of the Greeks were a way of explaining the mysterious of the unknown world. And some pretty strange ideas they had, too! For example, they thought the world was supported by a giant tortoise, which carried the weight of the world on its shell. This was also the explanation given for the slow, almost painful walk of the poor old tortoise and its wrinkled complexion!

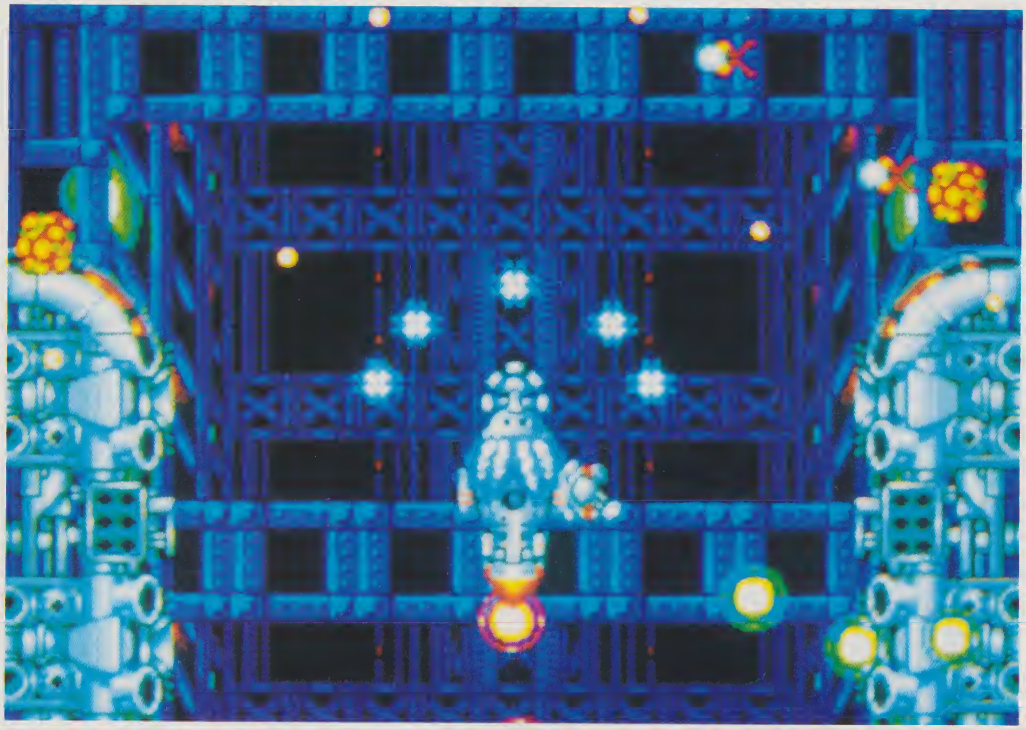
Greek mythology was very involved with the doings of the gods and goddesses, who behaved in similar ways to humans, unlike the later God of Christianity. The amorous exploits of the gods were well-documented. They were particularly fond of changing their shape when in pursuit of the object of their desire. Strange manifestations of showers of gold, bulls, and birds of prey were often the cause of unexplained pregnancies!

Japanese style and have been given speed lines to emphasise movements such as sword slashes. In addition, the programmers have also tried to include a number of special effects such as stroboscopic lightning to accompany the Viking longship on the third level, and a huge devil on the first stage which rises from boiling magma and opens its hand to reveal a smaller demon.

SOUND OFF Disk one is taken up with an intro sequence, which shows the barbarian being told of the world's plight by a scantily-clad maiden. The programmers are particularly pleased with the piano samples used on this section, claiming that they're the clearest yet on the Amiga. The sample bank also contains a generous amount of screams and squeals to complement the hack 'n' slash graphics. There's also a neat end-of-game finale should the player manage to rid the world of the assorted nasties.

The puzzles will centre around the main mythological characters, with a 'use an object to gain an object' system. By performing certain tasks the hero can collect various items to help rout one of the main characters. Most of the time the puzzles will be straightforward, but there's the occasional brain-teaser thrown in to complicate things. Not all the characters are bad, some are there to offer a helping hand, although they're only activated on completion of a certain task.

Myth has been in development for 18 months and has had creative input from many of System 3's programmers past and present. What this has created is a game which is slightly like *Gods* in appearance, yet contains many additional features which should silence critics who might claim it's nothing more than a rip-off. Tune in next month for a full review.





(Above) Power-ups include enhanced lasrers and three-way-firing guns, and can be collected after shooting certain types of enemy sprite. Dying, though, relieves you of your goodies.

(Left) The game's backdrops change from hi-tech cityscapes to organic wastelands, and the aliens within are designed to keep in with each theme. In addition, the organic levels contain aliens which, when blown, open reveal bullet-spewing young which also have to be destroyed. And waiting at the end of each stage is a massive guardian.

FRENETIC

Battle-scarred with his various limbs blown off in combat, Steve "Legless" Merrett hops into the hotseat of Core's new shoot 'em up.







LOONY TOONES With *Car-Vup* and *Chuck Rock* under their respective belts, Rob Toones and graphic artist Lee Pullen's next project is a vertically-scrolling blaster which lifts ideas from past shoot 'em ups and, in particular, The Bitmap's *Xenon II*. Set over eight long levels, *Frenetic* features a variety of space-based and organic-looking levels which contain all manner of strange mutants and enemy fleets. With or without the aid of the game's negligible scenario, the player is set the task of cutting a swathe through these many creatures whilst avoiding their flak and destroying any ground-based installations. Hardly original stuff, but Core realise that their game borrows from a great number of others, including the aforementioned *Xenon II*, and make no apologies for it. "As with *Warzone*, there's no way *Frenetic* can be classed as original, but our intention from the start was to make it the best of its type," says Core big cheese, Jeremy Smith.

THE OLD SCHOOL *Frenetic* is a member of the old school of shoot 'em ups and combines vicious attack waves with dozens of bolt-on weapons. Rob started work on the project a couple of weeks after he had *Car-Vup* in the bag, and began to bash out a scrolling routine. With the system up and running, Lee was pulled in to provide the graphics and a series of backdrop styles were decided on. The game takes place both in space and over a series of planet surfaces and the backdrops for each were designed on an ST running OCP's *Art Studio* and were pieced together using the package's map-building utilities. They are then ported into a Snasm-based PC and incorporated into the main code, for testing and bug spotting, and the enemy sprites are overlaid in their respective attack waves. Lined up for a June release, we'll be reviewing *Frenetic* within the next two issues.

BLASTING THE OPPOSITION

It seems that a lot of games are heading back to their roots, with Domark's *Space Invaders '91* and Core's own *Warzone* heading down previously used avenues. Obviously, this is no new thing, and developers have been using the same old ideas over and over again for years, but why the recent revival of the very old ideas? Perhaps it harkens back to the rose-coloured days that so many nostalgic games players look back on and sigh. Actually, going back to each genre's origins isn't a bad thing, after all there are a lot of old games that never appeared on the Amiga, and starting from scratch, only with vastly improved graphics and deeper gameplay, can only mean simpler but addictive games. Perhaps, then, the Amiga is set to attack the consoles at long last...

STRATEGY...REALITY...

MEGATRAVELLER 1



IBM PC SCREENS SHOWN

Heralded the American computer role-playing game of the year!

Based on Megatraveller by Game Designers Workshop, the world's most popular science-fiction gaming system.

The most sophisticated character generation system ever devised: five military classes, more than seventy talents and abilities. Allows player to control character development through five services: Army, Navy, Marines, Merchants and Scouts.

TAKES SCIENCE FICTION ROLE-PLAYING LIGHT YEARS FORWARD

Twenty-eight planets and satellites to explore in eight systems filled with exciting puzzles, dangerous subjects and interesting characters to encounter.

"Megatraveller 1 is one of the best science-fiction role-playing games ever for the computer"

"Megatraveller 1, a game that truly warrants the highest level of praise, the attention to detail makes it exceptional"

(Quotes taken from Dragon magazine US and Quest Busters magazine US)

Amiga and ST implementations by STeVeN Green

TEAM YANKEE

SO REAL YOU CAN SMELL THE SMOKE

The no. 1 best selling book has now turned into the no.1 best selling game



AMIGA SCREENS SHOWN

Team Yankee is the definitive action simulation of modern tank warfare.
"Team Yankee.... the critics' choice"
Team Yankee is designed to test your leadership and tactical skills to the quick.

AMIGA FORMAT
Team Yankee presents a game, in a sims clothing, which when dealing with tanks has to be the perfect approach!

ACE
The blend of thought and reflexes required to play Team Yankee is exactly right!

ST FORMAT
Hunting the Red Bear has never been so much fun!
You won't be able to tear yourself away from Team Yankee!

STRATEGY PLUS
This is a game and a half! The use of four screens in one is simply brilliant - at times it's almost like playing on four computers at once! I quickly found myself hooked on a genre of game which previously held no interest.

AMIGA ACTION
The tanks have been superbly animated, with great attention to detail! This has to be a must for everyone!

EMPIRE SOFTWARE, 4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ. TEL: 0268 541212

AVAILABLE NOW FOR ATARI ST, COMMODORE AMIGA AND IBM PC & COMPATIBLES



PREHIST

Our French friends at Titus are set to take us back to the era of dinosaurs and bad B-Movies as they attempt to crack the success of Mario. Steve 'Primitive' Merrett went along for the ride.

ORIGINS OF THE SPECIES Quite why Nintendo's little Italian plumber is so successful remains a much-shrouded mystery. After all, his adventures across the many scrolling levels of the four Mario titles have been little more than glorified platform romps, yet their many secret bonuses and features, along with the typically exceptional Japanese presentation, have made the little plumber a legend in his own lifetime. With his success so apparent, it is obvious that a great many contenders to the throne will emerge, and the likes of Apprentice, Terry's Big Adventure and the like have all come and gone in an attempt to take the Mario series' title of the ultimate platform epic. What's more, on the only occasion that someone does match Mario's success with a near perfect Amiga clone - Timewarp Production's Great Giana Sisters - Nintendo decided that it was a little too close and consequently used their considerable power to have the game shelved. However, undaunted, our gallic chums at Titus are currently adding the finishing touches to a game which they hope could attain the same following as Nintendo's million-selling hero.

FOOD GLORIOUS FOOD As can be gleaned from the title, Prehistorik is set in the dark and distant days of when dinosaurs ruled the Earth. Despite the history books suggesting that homo sapiens won't appear for another few million years (give or take a few months), Prehistorik's titular cutesy hero is a slouching Neanderthal whose only aim in life is to fill his stomach with as much food as possible. Obviously, sharing a world with some of the most dangerous creatures ever to have roamed the planet is a hazardous business. Unless he is very careful it will be him who ends up on the menu. Prehistorik's quest for grub takes him across a series of barren wastelands, each of





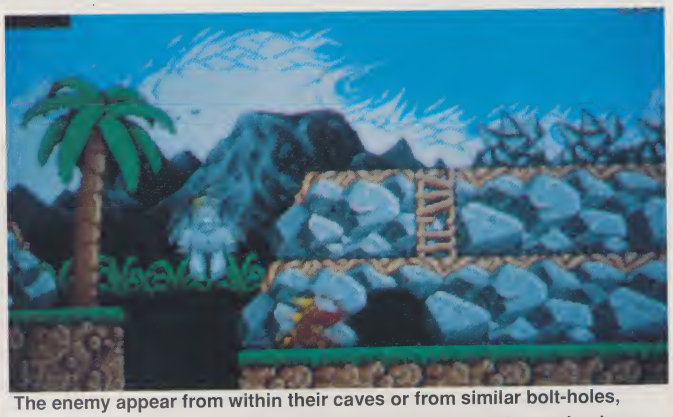


Prehistorik comes up against one of the game's larger opponents. Set in a boxing ring, these opponents provide a breather from the usual platform sequences, but are consideraby harder to complete.

JUMPING WITH JOY...



Putting your finger on just what it is that makes the Mario series of games so successful is extremely hard. Is it the massive game task it offers or the fact that it is so user-friendly? Or is it just because it takes the genre one step further than any platform game before? Quite what it is remains a mystery, but many companies have tried to emulate it. And the ones that have come closest to succeeding are the ones that have kept it simple. None of the Mario games are particularly original, and they all follow the same basic idea, it's just that so much is crammed into what could be a very limited idea. *Prehistorik* aims to mimic this, and whilst it too, features a very simple game premise, Titus are confident that they have crammed in enough features to keep it interesting and varied.

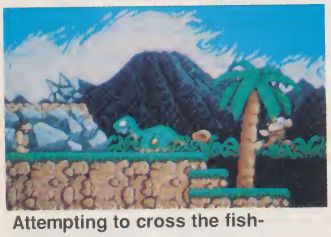


The enemy appear from within their caves or from similar bolt-holes, and every time they come into contact with our loin cloth-wearing hero, he is surrounded by a light aura which indicates a loss of energy.

PREHISTORIK



which are inhabited by all manner of cartoon-style reptiles and carnivores who patrol them mindlessly. Starting on the outskirts of his tribe's village, he must make his way through the flick-screen play, bashing any attackers with his club and avoiding contact with the deadly creatures. Prehistorik begins the game with three lives in tow, the length of which is governed by an energy bar which is reduced every time the chaotic caveman bumps into his prospective lunch. However, on clubbing a creature to death, they promptly change into a bonus-giving bone or steak, which add to his score or energy respectively.



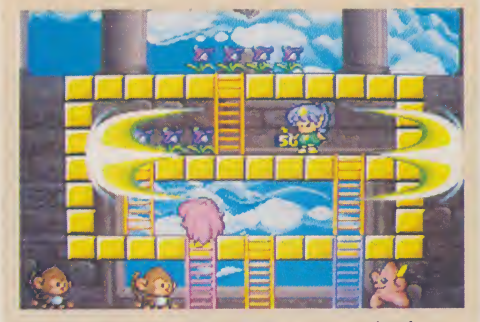
Attempting to cross the fish-infested waters, a platform sequence must be completed.



OUT CLUBBING As he progresses through each stage, the backdrops and creatures change to reflect the surrounding environment. Standing between him and a satiated appetite are the icy wastes of Antarctica, the dense foliage of the tropical rain forests, and a series of underground caves. Each contains larger and more varied assailants who require more and more hits before they stay dead. In addition, breaking up the route are a handful of larger creatures - including a massive Tyrannosaurus Rex and a rampaging Triceratops - and these must be defeated before his adventures can continue. On the whole, Prehistorik is a nimble chap who can be made to run, jump and club via the usual joystick movements and fire-button combinations. The main bulk of the game involves the clubbing of said creatures, but is also broken up by a series of platforms and similar problems which, if negotiated badly, result in the instant loss of one of his lives.

Work on *Prehistorik* is nearing completion, with the game up and running and about to be translated into English, and there are a few graphics to be tweaked, too. In the last few months, it has been scooping rave reviews overseas for its similarity to the aforementioned Mario series, Prehistorik will be reviewed next issue, so stay tuned to see how it fares.





Even at this early stage, the conversion is looking extremely good. In addition, Ronald and company are adding many novel features not in the original.



RODL



With SWIV currently selling like hot-cakes, Storm are set to follow up its success with the long-awaited conversion of Rodland. Steve 'Cutey-Pie' Merrett goes all silly and joins in the fun...

IN THE BEGINNING Another in the seemingly never-ending line of cutesy Japanese coin-ops, Jaleco's *Rodland* has been extracting money from the pockets of arcade-goers since its release in April 1990. Originally sporting the less than catchy title of *T&J*, *Rodland* stars two little pixie-like characters whose mum has been kidnapped by the oddly-named Maboot. Whether or not the unnamed sprites are male or female is left to the player's imagination, but what follows is an orgy of cuteness as the two heroes (heroines?) bash their way through the game's 30+ levels, armed only with a big rod (hence the title).

The licence to convert *Rodland* was actually signed to development house, The Sales Curve, over a year and a half ago when the coin-op was nearing the end of its development period. At the same time, the Sales Curve signed up conversions rights to *Big Run*, *Double Dragon III*, and announced the unofficial *Silkworm* sequel, *SWIV*. Together, these titles provided the necessary big-name titles to allow the company to go it alone as a full-time publisher under the new monicker of Storm.

STORM IN A TEA CUP The team currently toiling to convert all the features and cute touches of the coin-op are Ronald Pieket Weeselik, John Croudy, and Ned Landon, who started as soon as they had *SWIV* in the bag. Although *Rodland*'s gameplay and graphics are simpler than those of the impressive blaster, the conversion was just as tricky to pull off. 'When looking at the basic source code for the sprite routines, whilst the characters don't perform as many moves as, say, the fighters in *Double Dragon III*, they still have to run up and down ladders,' intones Storm's big cheese, Dan Marchant. 'This, coupled with the animations for the enemy sprites, takes up as much time as the intricacies of a beat 'em up or a racing game.'



Although the basic premise behind the game is original, Rodland's graphical style and a few of its gameplay ideas are similar to the likes of *Bubble Bobble* and *New Zealand Story*. A one or two-player mission, the game is split into a series of linked screens, each of which contains a number of platforms and ladders. Scattered on top of these platforms are several items of fruit, whilst all manner of strange creatures, ranging from inflatable lobsters to cute sharks, wander aimlessly about. Avoiding these deadly rubber monsters and their marauding buddies, the twins must collect every piece of fruit within



A mock up of two of the games mid-level guardians...



...these appear every six or so levels and bombard the twins with deadly flak.

Sweet And Sickly...

The Japanese are a funny lot. In all the cutesy games they have ever produced, including the likes of *New Zealand Story*, *Bubble Bobble*, *Rainbow Islands*, et al, the heroes are instantly appealing (with the exception of that sickening Tiki the bleedin' Kiwi in *NZS*), the assorted nasties are of similar loveliness. In addition, the games are also extremely simple in concept. Take *Rainbow Islands*, for example. It is just a basic platform romp, with a series of nasties thrown in for good measure, but somehow it has attained the status of a classic. The reason for this is the aforementioned simplicity, coupled with the novel scenarios and ideas implemented within them. After all, would *NZS* be so appealing if all the Kiwis, teddies and walruses had been replaced with soldiers and end-of-level tanks? Or if Bub And Bob were blowing up monsters with grenades? Probably not. Whether it's because we can't stand to see anything cute die whereas we couldn't give a toss about a handful of soldiers, I don't know, but I think that it probably has something to do with making the game appeal to all the family. Whatever it is, it certainly works so perhaps our Eastern chums can afford to be funny...







NED

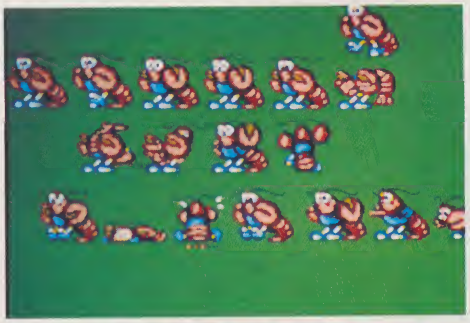
the screen before they can exit to the next. This seemingly simple task is made harder with the advent of disintegrating ladders and even more manic creatures, not to mention the occasional appearance of a larger guardian. When it came to assistance, Storm found that Jaleco were extremely helpful. As well as supplying notation on the in-game logic and the bare bones of the code, the Japanese coin-op manufacturer also sent several disks featuring the broken down components that make up the intricate backdrops. Unfortunately, on arrival, it was found that these individual blocks were so small that they were effectively useless, meaning that Ned then had to recreate each backdrop by hand – a laborious and time consuming task!

IFF-y GRAPHICS On the sprite front, though, things were considerably easier. Although serious work on *Rodland* has only been going on for just over a month, the graphics were ported over from the coin-op board via a PC and eventually into IFF format months ago. Once transferred, all that was required was for Ned to recolour them into the used palette, and they were then ready for use. Meanwhile, Ronald, assisted by John, began work on the skeleton of the game's coding using their trusty PC running Realtime's much-used *Snasm*. So far, the very basic logic systems are up and running, with Ned's screen inhabited by a series of extremely dim creatures. However, when the conversion is complete, the team are confident that, if anything, their nasties will be even more intelligent than their coin-op cousins. Until then, though, there's over three or four months work before it hits our screens in September. Could this be the ultimate cutesy conversion? 'You bet!' is the vigorous answer from Dan Marchant. Stay tuned and we'll let you know...

Rodland's graphics were ported over and completed during *SWIV*'s development.









ON YOUR DISK

Not content with making this issue the best to date, the CU Collection has been suitably expanded and is now full to the brim with all manner of hot games and useful utilities. First and foremost, we are proud to present you with yet another full-price game – the Screenstar-awarded *Gravity* – and this is backed up with a strong line up of Core's *Warzone* and the Boulderdash-inspired *Cave Runner*. Not to mention a wealth of useful utilities, such as Protracker, BIG CLI, and Stars and Stripes.

GRAVITY

Ever since Newton bruised a perfectly good Golden Delicious by bouncing it off his head, man has been fascinated by gravity. Even in the year 2320, man hasn't mastered its intricacies, but it is soon destined to play a key role in his forthcoming battle with the murderous Outies...

Stardate 01.2321...

Quite where the Outies came from nobody knows, but their thirst for the energy needed to power their craft has left countless planets bled dry. Their penchant is for sapping the very essence from black holes, and they are currently attempting to turn one of your home colonies nova. Unless you can do it to them before they do it to you, then the known universe is going to be thrown into the centre of the chaotic abyss. Thus, every one of the Outies must be taken out, and you can only rest once you have entered their settlement and turned their black hole power source back into a sun.

The game is set within a small section of the Milky Way, which, in turn, is made up of 128 randomly-created solar systems. This massive play area must be explored thoroughly and colonised as you do so. The colonists can then be used to create further supplies for the main gameplay task. The principal craft under the player's control is the Hawking scouter, but via a series of icons (see later) another fifteen ships can be navigated and controlled.

THE EXTRAS:

THE WEAPONRY

Selected from another window, the ships are armed with four categories of weapon style:

Energy Weapons, which comprise lasers, a nova gun, and a meson cannon.

Missiles, which must be selected and placed into an empty weapon block before firing, and of which there are eight styles: Fusion (standard), Shafter (creates a gravity epicentre which tears anything within it apart), Short burn (limited thrust), Constant Acceleration (goes on until it hits something), Free Fight (travels in the direction launched), Homing, Contact (touch sensitive), and Timed.

DEFENCE SYSTEMS

Again, selected from another window, these provide essential protection from the Outies:

Drones are pre-programmed and are used to confuse the enemy and must be selected and put in an empty tube for use. In addition, the Black Globe Generator projects a protective barrier around the ship – but not for long.

Controlling Your Fleet

Gravity is a predominantly mouse-controlled game, and its many options are accessed via double clicking on the required icon. The bare bones of the game are made up of a series of windows, each of which contain relevant information on the current goings-on, and can be opened and closed in the same fashion as those of an ordinary workbench menu (ie. clicking in the top-left corner to close an opened window). The main play area is broken up into a series of key options which surround the main play area, and these are:

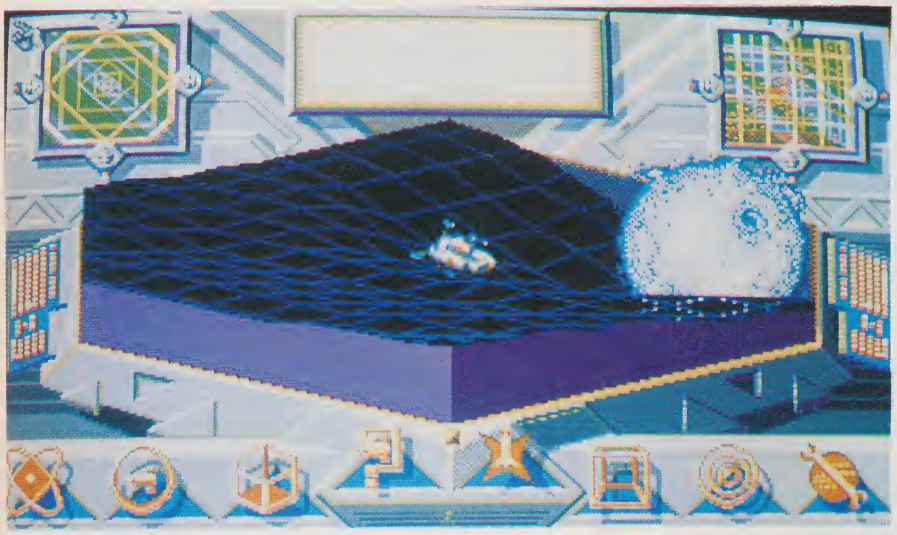
1. **The Long Range Radar.** The shades of colour represent the strength of the surrounding gravity. Blue is the colour to watch out for as it indicates a black hole, whilst grey and green represent suns and planets respectively.

2. **The Ship's Computer.** Double-clicking on this icon opens up a series of game options which allow you to save your current position, review your orders or buy new equipment, change key game options (not recommended for beginners), and program your drone ships.

3. **Star Drives.** A choice of five propulsion systems are available, and each is selected with a single click on the required panel. Ion drive gives low but constant acceleration, and is useful as

CU goes gamescrazy with its latest jam-packed disks. This month we've got a sizzling full-price game to give away – Mirrorsoft's stunning sci-fi strategy shoot 'em up!! Released last year, we gave the game a high-scoring mark of 89% and a Screenstar! Play on...

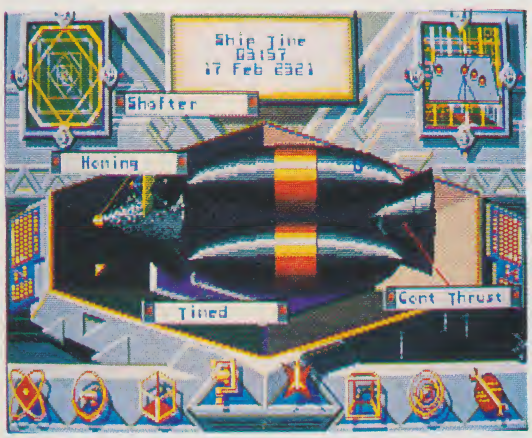
DISK fourteen



a back-up drive. Lightsail has the advantage of requiring no internal power, and uses the solar winds to propel it along. The Bussard Ramjet is extremely common and uses its magnetic field to gather hydrogen which its fuses for critical mass. The Orion System uses a series of bombs which are detonated and the thrust generated into power. The Gravitic Warper is the powerhouse of drive systems and although it isn't especially reliable, it is fast and useful for tricky spots.

For long range jumps, the Collapsar Jump is particularly useful for chasing Outies to their home zones. Basically, the ship is dematerialised and reformed in its desired position, without the hassle or tedium of travel.

4. The Grid. Basically, this is a computer-generated version of the space around you – known as Einstein-Minkowlski Four-Space. The plane of the grid represents the three spatial dimensions (X, Y, and Z) and all the surrounding planets and suns can be seen here and are recognisable by their colours – for example, green and red suns are obviously green and red, whilst blue stars are dark blue. On the planet front, a Terran sphere is cyan, a rocky planet brown, and a gas giant magenta.



5. Damage Indicators. Shows a 3D image of your craft, and any damaged sections of the ship are shown glowing red. Most damage is self-repairing, but for the likes of the drives and defence systems, along with the weaponry, these must be replaced on visiting a stockist.

6. The Holotank. This gives a strategic display of the arm of the galaxy you are currently in, and allows you to gain info on key areas and the star systems within.

7. Radar Selection. See individual radar sections.

8. Tools. Used for colonising and terraforming the many planets within the system. These are split into four basic units: A Colony Module, the Cygnus and Genesis units, and a Remote Engineering Device. An inventory of your terraforming capabilities can be selected by clicking on the 'I', and this opens a scrolling window from which the required module can be selected.

The Colony Module is all you need to colonise a planet, and your ship carries four to begin with. The Cygnus forms a Collapsar from any sun or gas giant, but as you only have one, use it wisely. The Remote Engineering Droid (RED) is instrumental in the collapse of the Outies regime, and can be programmed for the task of turning their black hole back into a sun. You begin the missions armed with six REDs. As in the film Star Trek II: The Wrath Of Khan, the Genesis Device is used to turn previously barren and inhospitable planets into lush, inhabitable paradises.

Finally, further additions can be made by buying equipment from one of the many colonies within the play area. The necessary money is collected through battle, with pounds given for every hit you strike home.

ANYTHING ELSE

Information on the specific Outie ships can be found within the game, and describes key members of the mysterious species. As a rule, it is recommended that the novice player leaves the control settings as they are. There are a series of missions within the game – keep your eyes peeled. Launch drones to take out the Outies if you are on a mission. Always explore the outer borders to keep an eye on the Outies' movements. The programming of the drones is performed using a language called COL. This is fairly self-explanatory, and the individual commands can be selected and chosen using the mouse. The controls are: Orbit, If, Fire, Hold, Approach, Lock, Flee, Mode, Do, Enddo, Exit, Nop, Goto, and Land, and each must be followed by course settings before they will work.

LOADING **Inserting the Gravity disk into the Amiga will prompt it to auto-boot, whilst the second disk will unfold its many contents via an option screen. The mouse pointer is used to select which of the demos or utilities you wish to load, or, alternatively, the relevant 'F' keys can be used. Once chosen, the utility or demo will then auto load.**

9. Ship Status. Shows ship time, real time, your current location, battle data, elapsed time and nominal status. In addition, any other relevant info regarding your sixteen ships can be found here. Cycle through each of the options by clicking on either of the display keyboards.

10. Short Range Radar. Used primarily for combat purposes, this shows you what is in the immediate vicinity and displays the surrounding area as a grid.

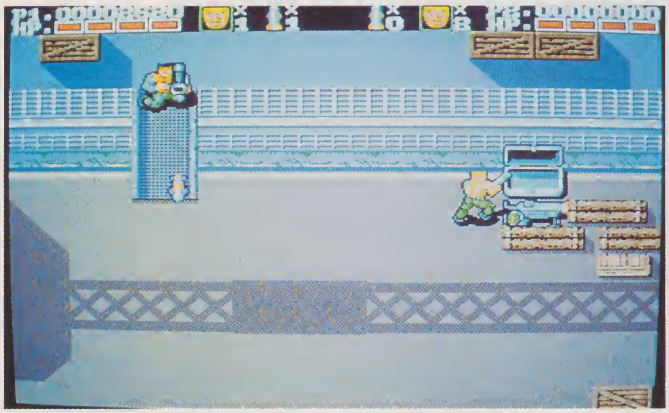
ROSS GOODLEY

Gravity is the brainchild of Ross Goodley, whose fascination by gravity prompted him to write the game. From the start he was adamant that it wouldn't be just another shoot 'em up. In all, *Gravity* was in development for a year, and although the basis of the game was decided relatively early on, Ross's main problem was how to present the game onscreen. After *Gravity*, he started work on a series of 3D routines, and these have now evolved into his next game, *Drop Soldier*.

Combining a realistic 3D environment with RPG-style gameplay, *Drop Soldier* has been pencilled in for a November release, and Ross is hoping to make it his biggest game yet. Starting as a 1st rank soldier, the game sets the player a series of night and day missions where a series of objectives must be taken out or captured. In addition, Ross is incorporating a modem link-up option where he hopes up to 16 players will be able to participate in one large mission.



WARZONE



Fans of wanton death and destruction are more than catered for as we proudly present a massive section of Core Design's vertically-scrolling blaster, *Warzone*. The final game is played over eight massive stages, and we can exclusively present you with a lengthy taster of what to expect. The game is an *Ikari Warriors*-based shoot 'em up which can be played by one or two players, and the basic aim of the final version and our demo is to yomp up the screen, killing anyone who gets in your way and avoiding both the enemy soldiers and their flak.

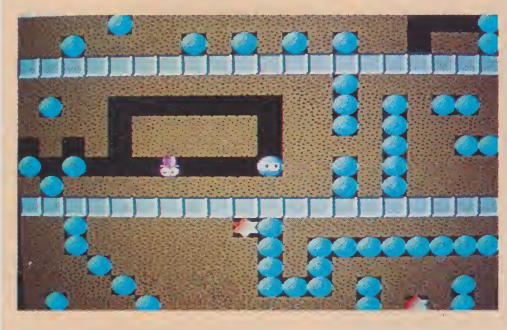
Our section is lifted from the second level, and is set within the enemy's fortified base. The joystick is used to guide the two main sprites across the deadly terrain, with the firebutton prompting a short burst from whatever weapons they are holding. Initially, the two soldiers are armed with a small rifle, but along the way small metallic crates can be shot and their more effective contents collected. Among the weapons available is a flame-thrower, a grenade launcher, and a very rare missile launcher which sends a series of homing missiles towards their moving targets. In addition, each of these weapons can have its effectiveness and potency upgraded up to four times. This is reflected in the number of shots a weapon fires at once, and also reduces the number of hits it takes to wipe out each enemy soldier or installation. However, should either of the two guerrillas get hit by the plentiful enemy fire, the last enhancement is lost, as is the weapon when the player is killed.

The enemy appears in many shapes or forms, and range from footsoldiers to ground emplacements which can only be taken out with grenades or an upgraded weapon. Both the characters can withstand up to three hits from the enemy, but any more than this results in the loss of one of their three lives. At the end of each level it's a face-off against an end-of-level guardian or station. Happy blasting!



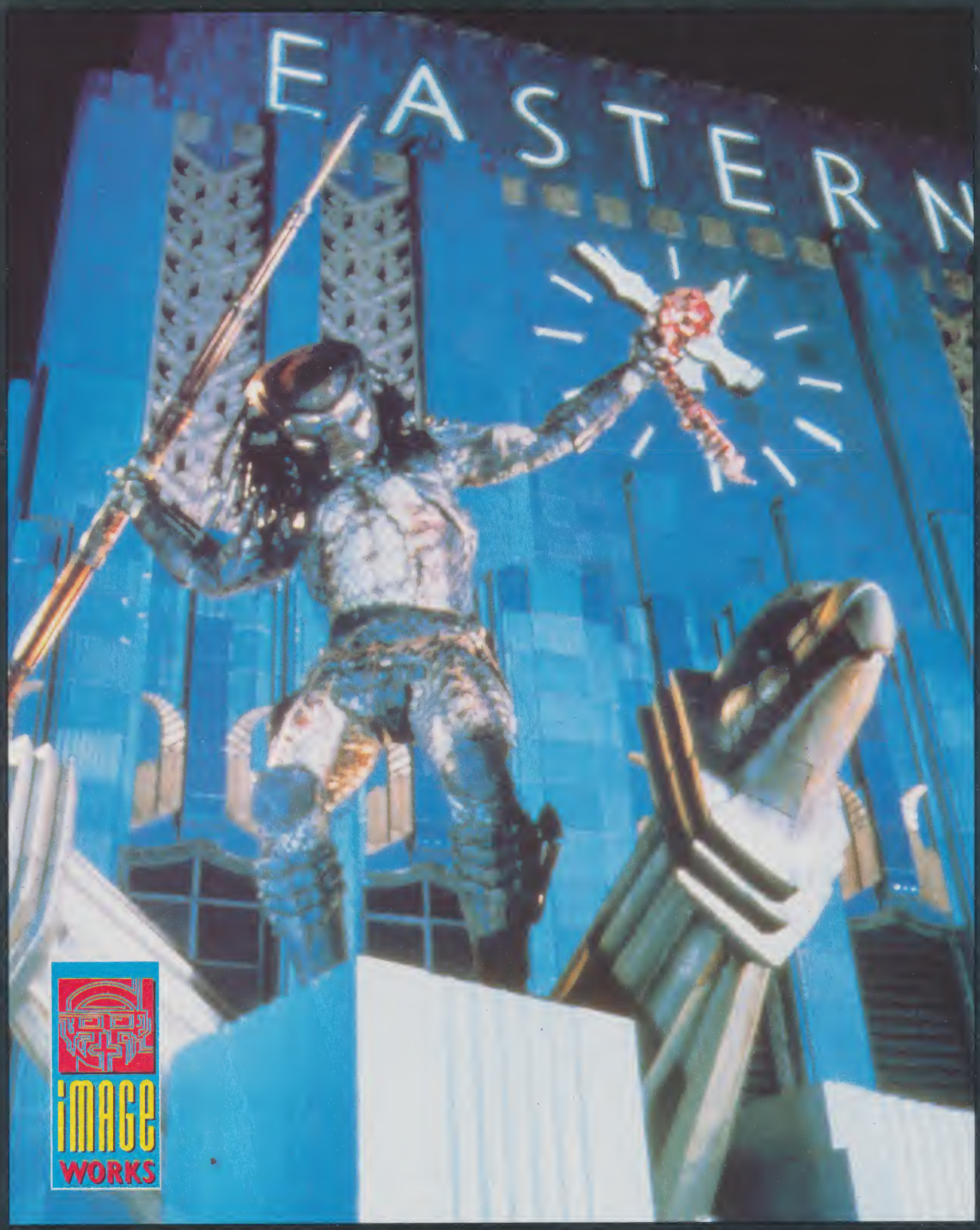
CAVE RUNNER

Fans of First Star's classic *Boulderdash* are well catered for as we present an updated version of the old fave. Controlling a rotund cave mite, the player has been set the task of clearing a number of screens of their valuable booty. These gems lie scattered throughout the scrolling stages, and must be collected within a set time-limit. However, a series of strategically-placed boulders are in the way, and must be negotiated so that they don't crush our little fat hero. Add to this confusion, bombs, insects and other deadly miscreants, and you have a real brain and reflex stretcher.



WON'T LOAD In the rare occurrence that your disks don't load, try removing any external drives or cartridges before reloading. If this still fails, then pop the disk into an envelope and address it to : CU Disk Returns, PC Wise, Merthyr Industrial Park, Pentreebach, Mid Glamorgan. CF48 4DR.

PREDATOR 2™



. . . HE'S IN TOWN WITH A FEW DAYS TO KILL

AVAILABLE ON:

AMIGA, ATARI ST, COMMODORE 64/128,
SPECTRUM, AMSTRAD CPC, IBM PC & COMPATIBLES

TM & © 1990, 1991 Twentieth Century Fox Film Corporation. All rights reserved.
IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 Fax: 071-583 3494.

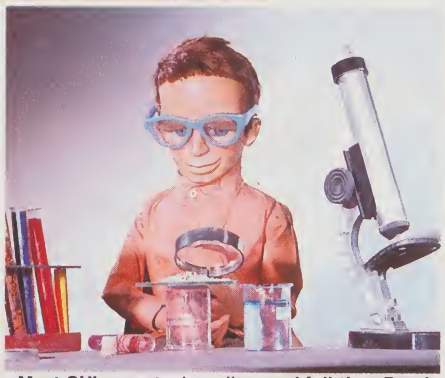
AND NOW...

TEN GAMES THAT WE REALLY REALLY WANT TO SEE. . .

1. Impossible Mission III
2. Willy Meets The Taxman (Jet Set Willy II)
3. Starquake II
4. Bionic Commando II
5. Elite II
6. Rocket Ranger II
7. Something Else Came From The Desert
8. Kick Off III
9. Thing On A Spring III
10. Gribbly's Day Out II



Cinemaware's classic Nazi beat 'em up, *Rocket Ranger*: A game just crying out for a sequel.



Meet CU's new techy editor and full-time Derek Griffith lookalike, Mat Broomfield. Mat lists his hobbies as grave-robbing and eating.

FIVE YEARS AGO...

Virgin gets cash boost from Branson and buys New Generation and Leisure Genius.
Commodore sell their Corby factory.
CRL's ill-fated Tubular Bells light show appears.
Reviews of V, Spindizzy, Starquake, Cauldron II, **and** Leaderboard **(Steve Merrett worked in a computer shop at this time, and reckons it was a golden age for games).**

Smutty Software

Ten games with dubious content!

1. North And South – Click on the photographer's bum, and hear him giggle!
2. Dynamite Dux – Type in the word NUDE for the game equivalent of H&E
3. The Kristal – If Dancis is left alone for too long, he drops his cacks
4. Viz – 'Nuff said
5. Defender Of The Crown – Medieval bonking, armour and all!
6. Leisure Suit Larry Series – The perils of the single life. 'Nuff said again
7. IK+ – Complete with mooning fighters
8. Insects In Space – Put some clothes on, that woman!
9. Barbarian I and II – An early version had Ms. Whittaker running around unclad
10. Bar Games – With the wet T-shirt sub-game

What The Team Are Playing This Month...

Steve James: Search For The King, Trial By Fire, Beast Busters
Dan Slingsby: Drip (PD Game), Cave Runner (PD Again), Das Boot
Steve Merrett: Beast Busters, Navy Seals, Warzone
Mark Patterson: Mega Traveller, Bard's Tale III, The Famous Five
Andy Beswick: Doctors And Nurses, Search For The King
Fiona Keating: R-Type 2, Cohort, Mega Traveller

AMIGA TOP TEN GAMES

1. Fantasy World Dizzy	Codemasters
2. Lemmings	Psygnosis
3. PGA Tour Golf	Electronic Arts
4. Speedball 2	Mirrorsoft
5. Gods	Renegade
6. SWIV	Storm
7. Final Whistle	Anco
8. Little Puff	Codemasters
9. Treasure Island Dizzy	Codemasters
10. Viz	Virgin Games

VIDEO VIEW

CAPTAIN AMERICA

20/20
Available to Rent Now

We've had the video excursion of The Falsh, and now it's Captain America's turn to hit our small screens – or will we be hitting our fast forward buttons? Matt Salinger plays the eponymous hero, and his favourite country is under threat from the Nazi-loving Red Skull – whose evil SS intentions make Hitler's seem like a walk in the park. The Skull has targetted a series of missiles on the White House, and encased within the explosive nose cone is a deadly virus which will eradicate all local life within minutes. As the silly story unfolds, the good Cap ends up strapped to the missile as it's launched, and causes it to misfire and land in Antarctica. 50 years on from this impromptu break, Cap reappears as does – no surprises here – the



thwarted Red Skull. Not exactly taxing stuff, but adequate fare for super-hero and comic book fans alike.

FACE OF FEAR

Warner
Available to Rent Now

I have a nasty feeling that this won't get seen by that many people, which is a pity as it's far better than most of the direct-to-video tat out at present. TV's Matt Houston (AKA Lee Horsley) stars as an editor of a climbing magazine who suffers from what may be a slight problem considering his chosen career – he's afraid of heights! Also, adding to his insurmountable (boom boom) problems, he's also psychically linked to a marauding serial killer. Within his mind's eye, he can see the exact method the killer uses on his victims, so to try and keep his minf off it he starts to work all hours - until, in a scene similar to that of Die Hard, a group of killers break in and chase the hero and his girlfriend to the top of the building - killing anyone who gets in their way. Thus, the vertigo-suffering hero must beat his fear and the bad guys. A fast paced thriller, Face Of Fear is well worth a watch.

TEN GOOD LICENCES THAT WERE MADE INTO DUFF GAMES

1. **Laurel And Hardy – CRL**
2. **The Rocky Horror Show – CRL**
3. **Judge Dredd – Virgin (Twice!)**
4. **Eastenders – Brittannia**
5. **The Archers – Brittannia**
6. **Friday The 13th – Domark**
7. **The Evil Dead – Palace**
8. **Street Hawk – Ocean**
9. **Battle Of The Planets – Microgen**
10. **The Punisher – The Edge**



Gratuitous use of photos (1 in a series of 700). Tom Glenister's method for meeting foxy chicks...

THESE ARE A FEW OF OUR FAVOURITE THINGS...



Steve James: Bird's Trifle, Fags, gallons of Snakebites, health farms, his Geoff Love war movie soundtrack LP, and his Fez.

Dan Slingsby: His Barbie collection, Sherbert Fountains, his record collection, a limited edition Co-Op Father Christmas money box, his World League sweat top, and Nottingam Forest.

Mark Patterson: His guitars, McDonalds, his orange tanktops, Foreign Lager, and his collection of Bod videos.

Steve Merrett: His Doctor Who and Horror videos, Kentucky Fried Chicken, his incontinence pants, his Fangoria magazines, and his bed.



Matt Broomfield: His cuddly Garfield, studded leather undies, a collection of Terry Pratchet books, his music collection, and his collection of bus timetables.

Fiona Keating: A signed picture of Valerie Singleton, her Chesney Hawkes LP, a copy of Valerie Solanas' SCUM manifesto, and her 1965 Beezer annual.

Andy Beswick: Matt black Zippo lighter, a Village People LP, his Elvis clock/mirror, and a sticky Ninja Turtle for his car.

Remzi Salih: Her Demis Rousos records, kebabs, and her unicycle.





Tom Glenister: Grow It Big cream, Caroline Wood (phwoooooaaar!), his XR2i, his blow up Paula Abdul, and anything to do with planes.

David Corrie: Courgettes, his used raffle ticket collection, The Freak Brothers comics, Vodka enemas, and his bendy Count Duckula.

Quite why Steve James and Mark Patterson sob uncontrollably without their Star Trek chess pieces and 'leccy guitar is quite beyond us.

REPOSSESSED

Guild

Available to Rent Now

After her starring role in the first two Exorcist films, Linda Blair's career took a massive turn for the worst. Now, though, assisted by Airplane! veteran Leslie Nielson, she is back in this spoof of the popular horror classic. When you bare in mind what the writers of Airplane! achieved in their two spoofs, the Exorcist films offer tremendous opportunities for the same visual and one-line humour. Blair is once again a woman possessed, and Nielson is Father Mayii (yes, of course you can!) who has been sent to exorcise her. In addition, Ned Beatty (who also appears in Captain America) is a TV evangelist out to exploit the possession for all it's worth. The usual jokes make an appearance, but the whole film is a missed opportunity, with very little to redeem it. The pea soup does make an appearance, but, in the end, this one doesn't stand the Devil's chance...



HOWLING VI

Palace

Available to Rent Now

Beating the Halloween series in terms of sequels and rapidly catching up with the Friday The 13th saga, this, the sixth, in the long line of Howling films is every bit as bad as the last four films. Joe Dante's original was a brilliant werewolf film, and the sequels have gone off at a tangent with very weak stories which have nothing to do with the original. Using the well-worn idea of a freak circus, Howling VI centres around the last remaining werewolf and his battle with the freak owner who killed his family. Needless to say, the FX are ropey, the story dull and the film best avoided.



A fine example of the utterly crap special effects in the Howling 6.

AND NOW...

JUST A LITTLE BLUE FOR YOU

Things We Did Last Summer is the title of a sixty minute video featuring the Blues Brothers. Considering the reputation of the gruesome twosome, it is surprising if they can remember anything at all! The film contains unreleased footage of Dan Ackroyd and John Belushi performing their anarchic and wild routine live on stage. If that isn't enough to tempt you, then there are also comedy sketches from Bill Murray.



THE TECHY TEN

The top-selling Amiga peripherals – supplied by Silica Shop:

1. **Citizen Swift 24**
2. **Philips 8833 Mk II**
3. **ATonce-Amiga**
4. **A590 with 2MB RAM**
5. **Commodore MPS1270**
6. **Citizen 124D**
7. **Roctec Genlock**
8. **Commodore A501**
9. **ICD Adspeed**
10. **ICD Ad IDE**

FLY ME TO THE MOON

Life getting you down? Is the ennui too ennervating? Why am I using such big words? Perhaps a shot of Oxycan, instant energy in a can, is the missing factor. One snort of this and apparently you will feel renewed, relaxed and clear headed. Oxycan comes with an integral mouth mask,to boost your energy levels and take a welcome break from stale, polluted air. Use it before or after a physical work out or to invigorate a body and mind jaded from too many hours of shoot 'em ups and strategy games.



A STUN OF A GUN

OK, so you've got the Mr Spock hairdo and undergone plastic surgery for those cute pointed ears. What more is there to life? The special accoutrement that no self-respecting Trekkie should be without. An original '60s phaser gun from probably the best sci-fi cult TV series. It recently fetched an auction price of more than £4,000 at Christie's. A small sum to pay for being able to stand in front of the mirror and repeat Captain Kirk's immortal line, 'phasers on stun, gentlemen.'





COME INTO MY PARLOUR, SAID THE SPIDER TO THE FLY

After nine hours of continuously playing Exterminator, you know it's time to stop. An idle look at the ceiling reveals an enormous arachnid lurking in the corner. Thank goodness for Katcha Bug - the phobic's answer to creepy crawlies! In contrast to the game Exterminator, which uses a giant fist to kill the bugs, Katcha Bug involves no bodily contact with the beasties as it has a 36" handle. The spider scoop is operated by a finger trigger, so the beasties can be safely let out of windows - to bother your next door neighbour instead. Fantastic!

DESTRUCTIVE READING

After seeing the film Predator, I'll bet you're all just champing at the bit to read the book. A novel of true literary genius, Predator, written by Mark Verheiden, seems destined for the 'A' level syllabus in the future. The plot is set in New York. An alien killing machine is on the loose - but what else is new? Available on the Titan label, Predator is being released in an uncanny coincidence with the launch of the film sequel. Ring Nick Griffiths on 833 3777 for copies at a price of £7.50.



I'VE GOT THE POWER

Longer arms can be yours for the mere cost of £229.99! Simply carry the latest Philip's portable CD/cassette player all day. The goal to strive for is to tie your shoe laces without bending down. A word of warning. Remember to give both arms equal amounts of time. The machine has an essential quality needed in a ghetto blaster - it plays very loud. It also features a remote control facility, which seems unnecessary if you have been doing the above exercise...

GROUND CONTROL CALLING MAJOR TOM

A TV in the shape of an astronaut's helmet is ideal to watch films like 2001, A Space Odyssey, Star Wars, a seventies David Bowie concert, etc, etc. The 'Discoverer' from Philips, has all the latest mod cons including a detachable black visor to reduce the glare on world weary eyes. A sleep-timer will switch off the TV when you depart for the Land of Nod while watching The Sky At Night.





BILLY The KID

"BILLY THE KID" IS A 1 OR 2 PLAYER ACTION/STRATEGY GAME SET IN THE WILD WEST, WHICH ALLOWS THE PLAYER TO ASSUME THE IDENTITY OF EITHER A GUN TOTING DESPERADO WITH A HEART OF GOLD, BILLY HIMSELF, OR HIS EX-BEST FRIEND, SHARP SHOOTING, LAW ABIDING PILLAR OF THE COMMUNITY, SHERIFF PAT GARRETT.

THEY ARE IN LOVE WITH THE SAME WOMAN AND ULTIMATELY, IN A NAIL BITING CLIMATIC FINALE, ARE GOING TO END UP POINTING GUNS AT EACH OTHER. ONLY ONE CHARACTER CAN WALK AWAY FROM THIS SHOWDOWN - **BUT THAT'S JUST THE WAY OF THE WEST.**

ocean®

ATARI ST
CBM AMIGA

OCEAN SOFTWARE LTD · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

first impressions

The mists of time start to part and – lo and behold! – CU is there to take a peek at what the future holds...

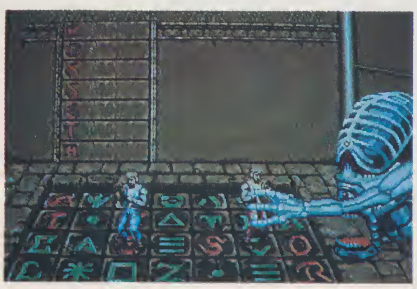




DOUBLE DRAGON III – THE ROSETTA STONES

Street-fighting action as Jimmy and Billy return.

GAMEPLAY: The Lee brothers, Jimmy and Billy, are back for another few rounds of beat 'em up mayhem. After rescuing their girlfriend in the first game and avenging her death in the second, the third game in the series sees the two street-fighting heroes embarking on no less than five missions, made up of fourteen street-fighting stages,and require them to retrieve the mysterious Rosetta Stones of the title. These missions involve battling through five key countries and deposing the evil leader who awaits you at the end. On later levels, they encounter the alien menace behind the upsurge of violence.



PLUS POINTS: The graphics in *DDIII* are by far the most detailed of the entire series, with dark, oppressive colours, yet still manage to be varied thanks to the many different locations – with suitable landmarks from each country visible in the background. In addition, more offensive moves are now available to the twins, adding to the current range of kicks and punches.

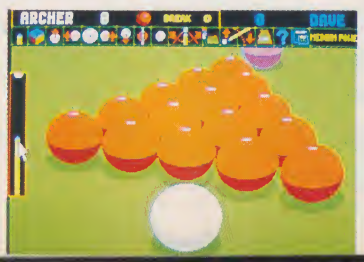
BEHIND THE SCENES: Work on *DDIII* began four months ago, and is in the capable hands of Storm's in-house team. The graphics are being recreated using the ever-popular *DPaint III*, whilst the coding is being performed on a PC and Snasm-based workstation.

FIRST IMPRESSIONS: The main problem with the past two *Double Dragon* games was that they were far too easy and too repetitive. Storm hope to rectify the former problem with rigorous play-testing, and the latter will hopefully be overcome thanks to the addition of more opponents and larger and weirder guardians. Come what may, *DDIII* looks like an extremely close conversion, so let's just hope that Storm can beat the limitations imposed by the coin-op.

147

Virgin and Archer Maclean **go snooker loopy**.

GAMEPLAY: Up to now, Firebird's *3D Pool* has been the only attempt to recreate the wonders of the green baize in glorious 3D. The limitations for this are obviously because of speed, as was sadly apparent in the aforementioned *Pool*, but now veteran 8-bit programmer, Archer Maclean (he of *IK+* fame), has managed to recreate Snooker's many intricacies in a 3D environment. All the usual rules and tactics apply, but Archer has managed to incorporate a full complement of shots, tricks and options. In addition, he has also managed to squeeze in a number of views which allow the player to view their shots from afar or from directly behind the cue ball.

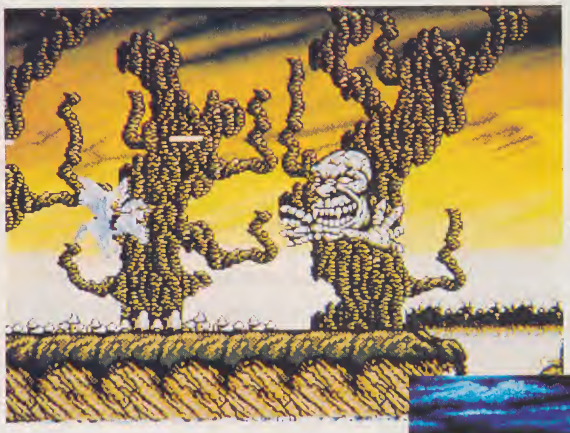


PLUS POINTS: The most striking thing about *147* is the speed of the 3D. Whereas *3D Pool* crawled along, *147* fair whizzes across the table without a hint of slowing down. In addition, backing up this impressive showcase of speed are a full range of shots, all of which are instantly accessible from a simple-to-use icon panel.

BEHIND THE SCENES: Archer Maclean first hit the games scene with his incredible *Stargate* clone, *Dropzone*. Initially writing for the Atari 8-bit machines, he eventually moved over to the 64 where he wrote both *International Karate* and its sequel *IK+*.



PEGASUS



Multi-stage action in Gremlin's mythical adventure.



Shoot 'em up horseplay from Gremlin.
GAMEPLAY: A cross between *Black Tiger* and an ancient Durrel game called *Thanatos*, *Pegasus* is a six-stage shoot 'em up-cum-platform game, in which the player assumes the role of Percius, a noble warrior, and the only man capable of stopping the new waves of attacks from the forces of evil. Satan himself is intent on making an appearance, and has imprisoned the souls of the six most important beings – including Mother Nature and The Grim Reaper - and is set to lock them away for ever.



PLUS POINTS: The two styles of gameplay offer a nice balance, and graphically the game is very impressive. During the horizontally-scrolling Pegasus-based screens, the backdrops are set against some stunning parallax scrolling, and the assortment of sprites during the interim fighting scenes are every bit as impressive.
BEHIND THE SCENES: *Pegasus* is the brainchild of Neil Hill and Adrian Ludley who first approached Gremlin with the idea six months ago. Gremlin's PR guy, Ian Richardson, had known the duo for several years, and they used his influence to get the game seen by Gremlin's in-house development team. Originally, the game was going to span twelve levels, but as worked progressed it was gradually expanded into six worlds made up of fifty game stages.
FIRST IMPRESSIONS: On first sight, *Pegasus* is a very nice looking game, and this immediate appeal is backed up by some very playable levels. Gremlin are a bit unsure about some of the animation on the main sprite – particularly during the battle sequences – but they assure us that these will be rectified before the game is released. The six levels are long and tie in with the general theme of their kidnapped guardians, ie. a dead and grey area for The Reaper, and a massive war-torn area for The Master Of Tactics.



FIRE AND ICE

Mirrorsoft and Graftgold **blow hot and cold.**
GAMEPLAY: Starring a cute, long-eared puppy, *Fire And Ice* is a multi-stage platform affair, with the cutesy dog pursued by all manner of fiery demons. The scenario details how the world has been invaded by these flame creatures, and are consequently trying to kill off anything in their path. However, born in the frozen north the puppy is armed with a selection of suitably cold weapons which can be used to kill the assailing invaders. The resulting action then follows the brave canine's adventures as he pegs it across the numerous scrolling stages, collecting bonuses and evading sudden death.
PLUS POINTS: Both cute and instantly appealing, *Fire And Ice* looks as if it could be the closest thing to a decent console-style game for the Amiga. Graphically, it is typically Graftgold, with exceptional use of colour and cute and appealing sprites. In addition, the game is easy to get into, yet hard to master.



BEHIND THE SCENES: *Fire And Ice* marks Graftgold's first game written specifically for the Amiga. Andrew Braybrook, the chief coder behind *Ice* has been meaning to get to grips with the machine since *Paradroid '90*. He originally intended to write a *Turrican*-style blaster which eventually evolved into *Fire And Ice*.
FIRST IMPRESSIONS: Mirrorsoft are stating that *Fire And Ice* could be Graftgold's best game yet, and we think they may be right. Andrew Braybrook, Jason Page and Phillip Williams have put together a really neat looking game with bags of addictivity, ensuring that it will be one to watch.





Cute but deadly action in Graftgold's newie.

Logically, it was *IK+* which also gave Archer his break into the world of 16-bit programming, but once he had finished it he seemed to disappear – until now.



FIRST IMPRESSIONS: *147* is a stunning looking game, and plays at an incredibly fast rate. The controls are easy to use and the trick shots and panning options add to the fun immensely. In all, for fans of Snooker, this is going to be one to watch.

SOFT EXCHANGE

Offers you the best in Quality, Service and Prices

We will beat any price advertised in this magazine.

Probably the best unbranded disks available in the UK.
31/2" DSDD 100% certfied error free

10 disks	£4.49	200 disks	£64.99
20 disks	£7.99	300 disks	£92.99
30 disks	£11.49	400 disks	£119.99
40 disks	£14.49	500 disks	£144.99
50 disks	£18.49	1000 disks	£269.99
100 disks	£33.99	2000 disks	£529.99

Now available. Genuine *Sony* bulk disks at unbeatable prices

10 disks	£4.99	200 disks	£69.99
20 disks	£8.99	300 disks	£104.99
30 disks	£12.99	400 disks	£132.99
40 disks	£16.99	500 disks	£162.99
50 disks	£19.99	1000 disks	£311.99
100 disks	£37.99	2000 disks	£599.99

LOCKABLE STORAGE BOXES

40 capacity	£6.99
80 capacity	£7.99
100 capacity	£8.99
Mouse mats	£3.99

DISK LABELS

50	£1.50
100	£2.50
200	£3.99

To place an order please send your name, address and the requirement with cheque/PO made payable to:

SOFT EXCHANGE (DEPT C.U)

(Mail order only) 101 Clifton Road, South Norwood, London SE25 6QA

Tel: 081 653 9094 (24 HRS ORDER LINE)

All above offers close 31.05.91

Access VISA

CU AMIGA CAN PUT YOU IN TOUCH WITH OVER 60,000 DEDICATED AMIGA OWNERS EVERY MONTH.

CALL DAVID CORRIE ON

071 251 6222

NOW FOR ADVERTISING DETAILS.

CU AMIGA.....PUBLICLY MINDED.

SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Must not be missed.

AMIGA SPEC

Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective – eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC

MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME
FRACTALS SYNTHESISED	
SOUND + COIN-OP SAMPLES	





Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.



The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

SWEET TEETH

STEVE JAMES: Never one to pass a pud, Steve's fave sweets include Semolina with a healthy dollop of jam on top, Bread pudding, Bird's Trifle, Honey Sponge Pudding, Angel Delight, Cheese Cake, Ad Infinitum... And his excuse for seconds is that he's a growing boy!

DAN SLINGSBY: Coal ranks as Northerner Dan's fave sweet, but he's also been known to swallow a spoonful of treacle pud and semolina. Followed by anything by Mr. Kipling, which is why he weighs forty stones.

STEVE MERRETT: The git's Mum's Tapioca and those 'make in seconds eat even quicker' Lemon Crunch puds occupy Steve's considerable eating hours. Followed by Mr. Kipling's Country Slices, Sorbet, and loads of Angel Delight.

MARK PATTERSON: Spotted dick is Mark's favourite pastime, but enough about his busy social life. In the meantime, Mark's prone to snacking on jelly, Apple and custard strudle, frozen strawberry mousse, and McDonald's choccy doughnuts.

ANDY BESWICK: Andy's top desserts include cheesecake and blackforest gateaux, but that's about it really, and he wants it to be known that he hates semolina. So pop him some in an envelope and send it here marked: ANDY BESWICK...

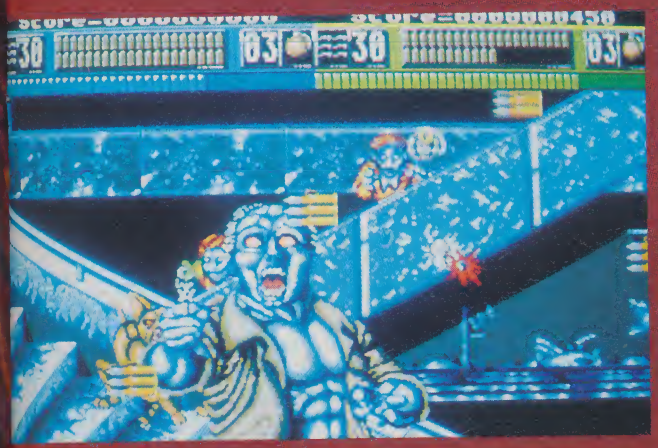
MATT BROOMFIELD: New boy Matt has been busy organising all the techy stuff this month, but has still had time to cram in huge helpings of arctic roll and knickerbocker glories.



BEAST

The undead are rising from their graves to devour the living. Quite who is behind their revival is unknown, but only one man can save us, Steve Merrett. Basically, we're doomed...

BUSTERS





SCREENSTAR

As you move deeper into the undead's lair, weapons such as electricity bombs and scatter grenades can be collected.

Each of the awesome end-of-level guardians make a dramatic comeback during the climatic final stages.





The *Beast Busters* coin-op was one of the more inventive machines to be released last year. Although the basic gameplay was only an extension of the well-worn *Operation Thunderbolt* theme, *Beast Busters*' grisly scenario and big and gory graphics ensured it was a sure-fire hit - and its massive, three Uzi-toting cabinet ensured that it couldn't be ignored. Now, after a development time of some eight months and the disappearance of Activision, the Amiga version is finally with us. The B-movie-esque scenario starts in a suitably creepy way, with the disappearance of the inhabitants of a small, desert-based town. Reports show that the town's people had no previous history of odd behaviour and therefore there is no conceivable explanation for their mysterious vanishing. Thus, a party of three specially-armed investigators have been called in to locate the whereabouts of the missing people, and resolve the mystery behind their sudden disappearance.

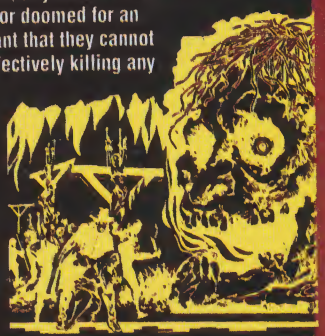
Somehow, *Beast Busters*' development team, Images, have managed to cram nearly all the original game's features into the Amiga's comparatively humble memory. The only major difference is the reduction of the original's three-player mode down to two, but as far as I can see, everything else is there. As mentioned, the gameplay is basically an extension of the *Operation Wolf* and *Line Of Fire* style, and the game's controls are essentially the same, with the mouse or a joystick used to control the on-screen targeting cursor. The left and right mouse buttons fire a gun and lob



As the ghostly subway train pulls into the station, it brings a fresh legion of blood-thirsty zombie commuters.

FILMS THAT BITE During the video boom of the early eighties, horror films went through something of a rennaisance. Films such as Wes Craven's 'Last House On The Left' and Lucio Fulci's 'Zombie Flesh Eaters' appeared, lined up alongside such diverse titles as 'Absurd', 'House By The Cemetery' and 'Evilspeak'. Due to the violent nature of these films, a body of censors were banded together to cut out any scenes that may offend the public. The main reason for this was to stop minors from viewing the gory works of Fulci and Co. and to stop people from copying the scenes that they were watching. This in itself is a tender subject, with very little actual evidence to link horror films to certain killers, but the cuts were made, and from 1982 onwards every film had to undergo the scrutiny of the newly-formed committee. Such casualties of this era – the much-touted 'video nasties' that kept hitting the headlines and which are now extremely sought after in their uncut forms – were the aforementioned Fulci film, and 'Cannibal Ferox', 'Don't Answer The Phone', and 'Nightmare In A Damaged Brain' – not to mention the now infamous (and extremely tame) 'I Spit On Your Grave' and 'Driller Killer'.

America also formed a censorship board around this time, too, the much-criticised MPAA. They instigated an 'R' rating, which meant that anyone under seventeen couldn't watch the film. However, any movies that failed to reach this rating had to be sent for cutting or doomed for an unrated release – which unfortunately meant that they cannot be advertised or go on proper release – effectively killing any chance of the film succeeding. For the foreseeable future, the only way to see the banned films is via the underground network where illegal copies sell for small fortunes. This is a pity as, compared to the likes of Rambo III and even the Turtles, 'Zombie Flesh-eaters' and 'City Of The Living Dead' would now be deemed almost acceptable but are doomed never to be viewed by fans of the genre again.



WE'VE GOT THE POWER

A POWER - CRAZED COLLECTION OF No.1 HITS

PLUG INTO THIS GALAXY OF FUN AND EXCITEMENT FOR YOUR COMPUTER



X-OUT
CHASE HQ
TURRICAN
ALTERED BEAST
RAINBOW ISLANDS

ocean

AMIGA • ATARI ST
SPECTRUM • COMMODORE
AMSTRAD (Compatible with CPC Plus)

POWER UP BY ocean

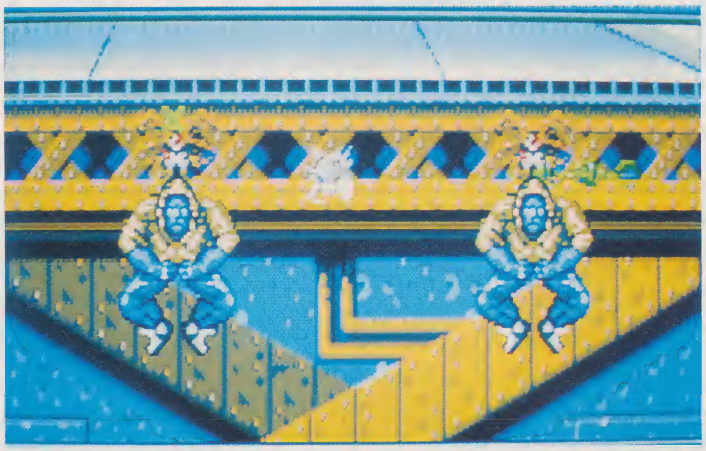
OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANCHESTER • M2 5NS • TEL: 061 832 6633 • FAX: 061 834 0650

BEAST BUSTERS

grenades respectively. Starting in an apparently deserted garage, the screen scrolls both horizontally and towards you, bringing with it the amassing hordes of the undead. Far from being the shambling zombies associated with the Romero films, *Beast Busters*' undead are semi-intelligent and attack using guns, knives, and grenades, whilst using jeeps to evade your weaponry. Unless the oncoming projectiles are shot or avoided, the player's energy will be steadily reduced and if it is totally exhausted, then the game is ove and one of your three credits is lost. Similarly, in addition to the waves of zombies, further hazards appear in the shape of rabid dogs and similarly manic wildlife, but, as with the zombies, repeated shooting ends their menace with a satisfying explosion of grue. As you make your way through the level, extra ammunition supplies are dropped from the top of the screen and are added to your inventory when shot, and are essential for the oncoming face-offs with the massive mid and end-of-level creatures.

As progress is made through the game's seven stages, the mystery behind the locals' disappearance is slowly unravelled as the riverside action gives way to a claustrophobic cavern network which houses a number of larger creatures and a strange laboratory. Oddly enough, whilst *Beast Busters* is quite simply *Operation Thunderbolt* et al with zombies replacing footsoldiers and gunners, it's the scenario that helps make it so appealing. As the story unfolds, it adds to the already strong playability of the game and entices you on for another go. In addition, Images have performed wonders with the game's presentation, and the assorted zombie sprites are large and relatively well-animated with no loss of speed. On the sound front, the game features effects and tunes taken directly from the coin-op, and these add to the atmosphere and create a loud and bloody crescendo. Basically, *Beast Busters* is a fine conversion which doesn't house an ounce of originality, but is one of the best of its kind.

Steve Merrett



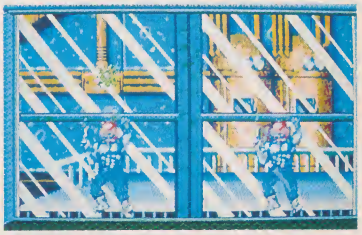


The action moves onto a glass-doored elevator. When the doors are blown out the undead disembark and begin their deadly advance.

ORIGINS OF THE DEAD

The origins of the undead can be traced back to the beginnings of the voodoo religion and are shrouded with mystery. However, whereas the media view of a zombie is that of a flesh-eating ghoul with no apparent motive for its rising, real zombies are hypnotised people used for slave labour by cult leaders. A system used to overcome subversives and to deal with enemies, the would-be victim has a series of toxins added to their food and consuming these renders them unconscious. As an example, their body is then buried for as long as two months, with sufficient air holes to allow them to breathe. With the toxins keeping all of the body's functions down to a minimal level, the victim can survive without food or water, and on leaving the catatonic state the toxins will have caused extensive brain damage, leaving them as useless vegetables with no other option but to serve their leaders.

Birds carrying zombie attackers should be shot, causing them to drop their passengers.



The two player option equals double the gore and twice the fun. Blast away!



The first guardian mutates from a vicious slavering punk into a rabid and snarling wolf.





ACTIVISION £24.95

"A veritable grab-bag of addictive gory action"

GRAPHICS	83%
SOUND	84%
LASTABILITY	77%
PLAYABILITY	85%

OVERALL 87%

FUTURESOFT

14 - 15 Yarmouth Business Park
Suffolk Road
Great Yarmouth
Norfolk NR31 OER
Tel: 0493 440005 / 0493 441194
(10 Lines)

ALL OUR ORDERS ARE DESPATCHED BY 1st CLASS POST SAME DAY (exc Sunday)

7 DAY 24 HOUR ORDERING SERVICE

COMPLETE CUSTOMER CARE ONLY FROM **FUTURESOFT**

* Free Technical Support
* 12 Month Warranty
* Collection Facility
* Customer Care Team
* All Prices Include VAT

FREE GAME
No order necessary
No commitment
Just send the postage and we will send you 1 game absolutely **FREE!**

4D Boxing £14.99	Death Trap £14.99	Gettysburg £14.99	Nitro £14.99
3D Construction Kit £34.99	Defender Of The Crown £7.99	Genghis Khan £21.99	Populous £14.99
A10 Tank Killer £21.99	Defenders Of The Earth £5.99	Gods £14.99	Power Monger £17.99
ADS £14.99	Demoniak £14.99	Gold Of The Aztecs £14.99	Power Up £17.99
Alcatraz £14.99	Deterous £14.99	Golden Axe £17.99	Prince Of Persia £14.99
Armour Geddon £14.99	Double Dragon 11 £11.99	Hard Driven'2 £14.99	Railroad Tycoon £17.99
Atomic Rotokid £14.99	Dragon Breed £14.99	Horror Zombies £14.99	Rick Dangerous 2 £14.99
Awesome £14.99	Dragon Strike £17.99	Hero Quest £14.99	Robo Zone £14.99
Back to the Future 3 £14.99	Dragons Breath £17.99	Immortal £14.99	Robocop 11 £14.99
Barbarian 11(PSYG) £14.99	Dragons Flight £17.99	Indy 500 £14.99	Rocket Ranger £7.99
BAT £17.99	Dragons Lair £26.99	Interceptor £17.99	Shad Beast 2 £20.99
Battle Command £14.99	Drakker £17.99	Iron Man £17.99	Shadow Dancer £14.99
Battle Master £17.99	Duck Tales £14.99	Ivanhoe £14.99	Shadow Warriors £14.99
Battle of Britain £17.99	Dungeon Master £14.99	James Pond £14.99	Simulcra £14.99
Betrayal £14.99	Dungeon Master Ed £5.99	Judge Dread £17.99	Sly Spy £14.99
Billy The Kid £14.99	Dynasty Wars £14.99	Kick Off 11 £14.99	Speedball 11 £14.99
Birds Of Prey £17.99	E.F.t.P.O.t.e.m £11.99	Killing Cloud £14.99	Super Cars 11 £14.99
Blue Max £17.99	Eagle Rider £14.99	Killing Game Show £14.99	Super Monaco £14.99
Brat £14.99	Elvira £17.99	Larry 11 or 111 £24.99	Supremacy £17.99
Buck Rogers £17.99	Emlyn Huges Int £14.99	Lemmings £14.99	Switchblade 11 £14.99
Cadaver £14.99	Epic £14.99	Lost Patrol £14.99	Swiv £14.99
Captive £14.99	Excalibar £14.99	Lotus Turbo £14.99	Team Yankee £17.99
Carrier Command £7.99	Exile £14.99	M1 Tank Platoon £14.99	Test Drive 11 £14.99
Carve Up £14.99	Exterminator £14.99	Magic Fly £14.99	TMHT £14.99
Centurian £14.99	Eye Of The Beholder £17.99	Mega Lo Mania £17.99	Toki £14.99
Champions of Raj £17.99	F15 11 £17.99	Metal Masters £14.99	Total Recall £14.99
Chaos Strikes Back £14.99	F16 Combat Pilot £14.99	Midnight Resistance £14.99	Turrican £11.99
Chess Simulator £11.99	F19 Stealth Fighter £17.99	Midwinter £17.99	Turrican 11 £14.99
Chuck Rock £14.99	F29 Retaliator £14.99	Midwinter 2 £17.99	Ultimate Ride £14.99
Colditz £17.99	Falcon £17.99	Mig 29 £21.99	UMS 11 £17.99
Combo Racer £14.99	Finale £14.99	Monty Python £14.99	Viz £11.99
Conqueror £14.99	First Samuri £14.99	NAM £17.99	Voodoo Nightmare £14.99
Corporation £14.99	Fists Of Fury £14.99	Narc £14.99	Warlock £14.99
Crimewave £14.99	Flash Dragon £11.99	Narco Police £14.99	Wings £14.99
Cruise For a Corpse £14.99	Flight Of Intruder £14.99	Navy Seals £14.99	Wolf Pack £17.99
Cybercon 3 £14.99	Flood £14.99	Night Shift £14.99	Wrath Of The Demon £17.99
Days Of Thunder £14.99	Football Sim £11.99	Ninja 111 £14.99	Z Out £14.99

AMIGA SCREEN GEMS PACK
Includes, A500 Computer, Mouse,Modulator, Leads, 1 Year Guarantee, Delivery, Teacher Disk, Slay Of The Beast 2, Days Of Thunder, Back To The Future 2 and Night Breed.
£359.99

BASIC PACK
Includes, A500 Computer, Mouse, Modulator, Leads, 1 Year Guarantee, Delivery and Teacher Disk.
£309.99

FUTURE PACK
Includes, A500 Computer, Mouse, Modulator, Leads, 1 Year Gurantee, Delivery, Teacher Disk, Mouse Mat, Dust Cover and Over £230 of Games.
£359.99

FUTURE BATMAN PACK
Includes, A500 Computer, Mouse, Modulator, Leads, 1 Year Guarantee, Delivery, Teacher Disk, Joystick, Mouse Mat, 10 Disks, Disk Box and Batman Game.
£339.99

EXTRAS

Upgrade 5	£34.99
Ext Drive Cumana	£70.99
Ext Drive	£59.99
Rendale Genlock	£149.99
1.5 Upgrade	£89.99
Monitor	£249.99
Mouse Mat	£3.99
Printers (B&W)	£149.00
Printers (Col)	£249.00

Please add 2.5% to all prices due to increase in VAT

Some titles may not be released at time of going to press.
Cheques/Postal Orders made payable to "FUTURESOFT"
No charge made for Credit Card use (add £1.50 P&P)

Access VISA

FOR THE VERY BEST AMIGA GAMES COVERAGE



GET THE VERY BEST AMIGA MAGAZINE

CU AMIGA

GAME FOR A LA

You've been coding for three months and fancy trying your hand at your first professional game. Justin Garvonovic, programmer of The Kristal, Amiga Frak and, Obitus, is here with the ultimate blueprint...

Consoft have just released *Mutant Hussains From Space* which, after the great intro, turns out to be just another scrolling shoot-em-up. So what do you do after you have spent all that money only to discover that you've bought a dud? Give it up as a bad job and vow to try the game out before you buy next time or have a bash at producing one yourself? If you think the first option is easier, then stop reading right now and start saving, if not join the rest of us and enter into the busy world of software developing.



PLANNING AHEAD

The key to successful game design is planning. Top development teams, such as Images, Core and Arc all plan their projects well in advance, allow for unforeseen circumstances and allocate time for coding problems, such as the scrolling and graphics. Come up with the basic design of your masterpiece then sketch out how it will look onscreen, plus the main stages and items it will contain. Ensure that everything is feasible within the machine's limited memory and that it spans as few disks as possible. On top of storyboarding, technical information, including specific ideas and routines, are added for reference. The main aim of the storyboard is to give others some idea of how the game will evolve. Before any software development manager will give the go ahead, s/he will expect to see everything planned and allocated. A few scraps of paper aren't enough.

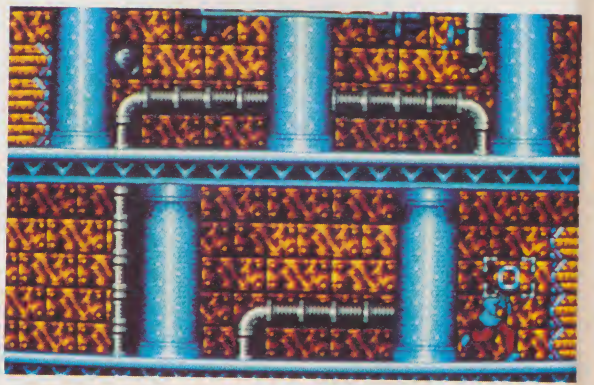
You've finished storyboarding, you know exactly what 'The Game' will look like and you are ready to start coding. There are a number of languages available, *AMOS*, for example, C or Assembler. Whilst *AMOS* gives the beginner a nice insight into the depths of game design, to get the most out of the machine you're going to have to jump in at the deep end. The C language seems like a good choice for writing games, in fact many arcade games are coded in C. Unfortunately, the new wave of arcade machines have a lot more horse power than the Amiga and require vast amounts of speed, so that really only leaves us with one option - mastering an assembler.

PUTTING IT TOGETHER

'Oh no, not assembler,' I hear you cry, ' that's far too difficult . . .'. Not so. The Amiga was designed around what must be one of the easiest chips to program, the good old 68000. The Amiga is also blessed with a clutch of support chips which make games programming even simpler. The computer has hardware for displaying sprites, moving huge memory chunks around, playing sampled sounds and a video co-processor (the copper) that enables you to do all sorts of onscreen trickery.

When programming the Amiga you can do it on one of 3 levels. Level 1 (the highest), is usually saved for writing serious software as it allows access, through Intuition, to the WIMP environment. Level 2 (medium) can be used to write games but it still uses







Film licences offer a great deal of potential, but, unfortunately, this potential isn't always realised.



UGH...

the dreaded Operating System which will impair the machines performance. Level 3 (lowest) is where just about all games are written. This means that the programmer will 'talk' directly to all those support chips with no interference from outside sources. This is known as 'hitting the metal'. A couple of books are essential, 'The Hardware Reference Manual', which informs you just how to get at all those chips, and a good 68000 programming book.

DOING IT YOURSELF

At this stage, you will also need an assembler of which the only two worth mentioning are Hisoft's *Devpac 2* and Argonaut Software's *ArgAsm*. If your machine is fairly short on memory then the best bet has to be *Devpac*. On the other hand, if your machine is crammed with extra RAM, then *ArgAsm* is probably better – and a lot quicker – than *Devpac*. It's also worth mentioning both *PDS* and *SNASM*. These are PC-based cross assemblers, which mean that you work in 68000 on the PC. Once you have assembled your code you can transmit it over to the target machine - Arc Developments, in particular, favour this method, as do Core. For writing games this is the ideal situation, as it really isn't practical to write a game using just one machine. If you wish to use an Amiga as the host machine, instead of the PC, this can still be accomplished by writing a piece of software to send the data down the printer port to the target machine. This isn't as difficult as it sounds , and should be right at the top of your list.

You've got the transfer system working , what else will you need? Get a hard disk, if you haven't got one. An accelerator board will come in useful nearer the end of the project when assembly times get longer and longer. Unless you can get someone else to handle all the music and sound effects, you're going to need a sampler.

Fitted out and ready to start, you're going to need the right tools. If, for example, 'The Game' uses mapped backgrounds, such as those used in Chuck *Rock* or *Turrican*, you will need to write a mapping tool. This could quite easily be written using *AMOS* as speed isn't that important. But don't forget that in the future someone else may use that tool. In a perfect world you should be able to create tools to do just about everything, from alien attack patterns to disk management – but you'll soon have to cope with data structures. These are the core of just about every game, and should include how the map data is arranged, music data and sprite animation structures and tables. If you think through each data structure, you should be OK, but if ➢

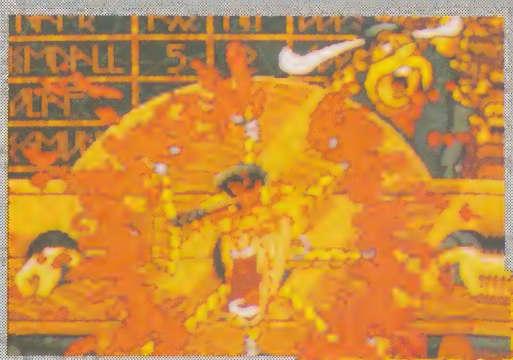
ALL-IMPORTANT INNOVATION...

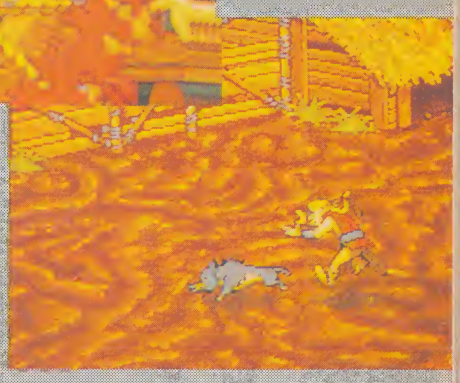
It is widely acknowledged that there are only seven actual game styles, but the key to producing an original game is taking it from an angle not normally associated with the genre. A perfect example of this is Ocean's forthcoming *Robocop III*. With two successful but limited walk'n'blast games behind them, Ocean took the brave step of approaching DID to come up with a new approach, and as their forte is smooth 3D graphics, DID started work on a massive filled 3D Detroit. And this impressive play area featured the Kevlar-covered cop patrolling the city's streets in a massive chase and blast romp, with the imposing form of Robo made up of a series of polygons and suitably well animated. In addition, whenever possible try to create games that you may not have tried before.





Obviously, certain limitations must be kept within, but taking a simple theme and expanding on it for every possible angle will make for a well-rounded game with plenty of variety. System 3's 8-bit hit, *Vendetta*, is a good example of combining two distinct game ideas, and more recently Core's *Heimdal* and *Sly Spy* (admittedly, the latter isn't good) have proved that variety really is the spice of life.





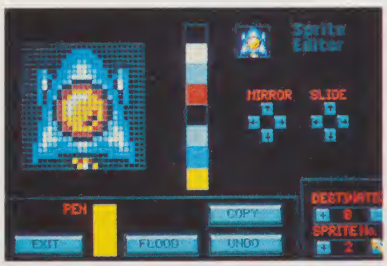
GAME FOR A LAUGH...

you make inadequate ones, you WILL pay for it in the later stages of development.

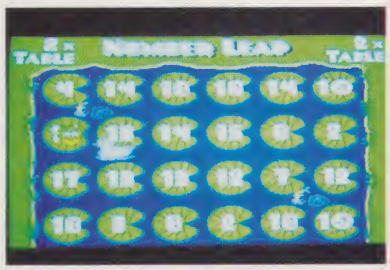
CODE MASTERS

Coding can commence. In my opinion, It's usually better to start with the main 'effect' of the game. If it has full screen multi-directional scrolling, do that first. It's worthwhile getting the have to use them, but try writing a routine on paper in 'Pseudo Code' first.

'Commenting' your code may seem like a waste of time, but it's not. Imagine that you're about to start a sequel but need to modify routines of the original. Unfortunately, they were written six months ago and now mean nothing to you. Alternatively, Fred Nintendo is so impressed by your game that he wants you to convert it over to his new Super Duper Famicon but you can't make head nor tail of your work, so you lose the deal plus five million sales. The moral here is 'COMMENT EVERYTHING'; you may not like it at the time but you'll never forgive yourself if you don't. Code should be written in independent chunks and structured (there's that word again) so that they do not jump all over the place (spaghetti code). The ideal 'main game loop' should go something like this: 1) Update Enemy, 2) Update Player, 3) Print Enemy, 4) Print Player, 5) Is player Dead ?, 6) If not start at step 1, 7) end game. Obviously, this a VERY simplified example but your main game loop should be just as readable, and there shouldn't be any skipping about in it.



Utilities, such as *SEUCK* and *AMOS*, allow the would-be coder to learn the basics of planning.



Another simple way to keep code neat, and avoid the dreaded bug, is the use of EQUATES. If at any place you need to set up a constant, ie 3 lives, this value should be equated at the head of the code. Otherwise, if you need to set the lives counter twice in the game, you may accidentally type 4 instead of 3. If you equate the value at the start potentially fatal problems needn't arise.

To speed up your code and make more compact , reference all the variables from one address register. Finally, once you're ready to take your newly finished game out into the software house jungle, it's usually a good idea to check up on your law and to chat with other programmers about who they would and wouldn't send games to.

ADVICE SHOP

Nick Pelling, AKA Orlando, started his programming career when the industry was in its 'cottage' stage. Working from his BBC Micro, Nick created such wonders as *Arcadians* and *Firetrack*, before moving over to the C64 and the Amiga. Like Nick, you must be flexible, as computers come and go rapidly, and here are a few more of Nick's tips.

1) Where possible, avoid writing a routine that's longer than a screen in length; it may sound daft but it really helps in the debugging.
2) Divide the source files into sensible routine types, don't scatter similar routines all over the source code.
3) Be consistent when using variable names.
4) Make sure that any tools you write produce an output that can be easily and quickly inserted into the game.



5) Cram your host machine with as much RAM as possible; this will help speed up assembly time and help boost your attention span.
6) Don't reinvent the wheel. If you can do a certain job in Dpaint, use it – don't waste time writing something to do the same job.
7) Check out PD libraries; you may find that they'll have all the tools you'll need.

AND NOW THE TRICKY BIT...

Although the main bulk of the work is now over, you'll have to get it marketed. Having worked this closely and hard on it for, say, six months, you aren't going to take lightly to criticism. But do take heed of what other people say. They'll have seen countless other games and almost certainly know whether yours is worth backing. Do any suggested changes as quickly as possible. And if a deal is offered, make sure that you aren't over-stretching yourself and check out the method of payment - not to mention the small print.





Andrew Braybrook (*Uridium*, *Paradroid '90*, and currently working on Mirrorsoft's *Fire And Ice*) - Graftgold.
"Planning is essential, and although you've got to expect the game to evolve from the original ideas, having a set idea of what you are out to do is very important. Also, test your routines on other people, and be ruthless if something doesn't work. You may find that the earlier things are planned, the more the game develops and the easier its progress becomes."

The New 1 Meg Amiga From Digicom

Following The Huge Success Of Our F-19 Digistar Offer,We At Digicom Are Proud To Present The Meanest Pack Available For The Amiga A500. This Unbeatable Deal Now Includes Commodore's Screengems Pack PLUS the A501 RAM/Clock Upgrade Plus Our Very Own Exclusive New Arcade Smash Hits Pack And The Chart Topping 1 Megabyte Version Of Kick Off 2!

Includes: Amiga A500 Computer 512K Keyboard PLUS A501 512K RAM/Clock Expansion Fitted To Give 1 Meg Memory Total ● Built-in 1 megabyte DS/DD 3.5" Disk Drive ● Multi-Tasking Operating System ● Latest Kickstart And Workbench 1.3 ● Superb 4096 Colour Graphics ● Speech Synthesis ● 4 Channel Digital Stereo Sound ● Notepad Word Processor ● Commodore Mouse Plus 3 Owners Manuals ● Amiga Basic Program Language ● T.V Modulator And All Connecting Leads And Cables

Plus This Great Software : Shadow Of The Beast 2 ● Days Of Thunder ● Back To The Future 2 ● NightBreed ● Deluxe Paint 2



Plus Exclusively to Digicom

Bring The Atmosphere Of The Arcade To Your Home With The Arcade Smash Hits Pack From Sega,Incorporating Five Of The Most Exciting Games Around !

Thunder Blade · Alien Syndrome · Out Run · Shinobi · After Burner

***Plus :* A High Quality Microswitched Joystick, Amiga Tailored Dustcover, 10 Blank Disks And Disk Storage Box, Mouse Mat And.....**



THE GAME OF THE YEAR

Notice : The Memory Upgrade Supplied With This Offer Is The Official Commodore A501 Ram Expansion Worth £99.00 ANY Alternative Expansion Unit Will Invalidate Your Warranty

Complete Package Price Only £399.00

1 Meg Amiga Screengems Pack (As detailed in the above offer) **Plus The Superb Philips CM8833Mk2 Multipurpose Colour/Stereo Monitor**
Free Amiga/8833 Lead And Monitor Dust Cover **£628.00**

1 Meg Amiga Screengems Pack (As detailed in the above offer) **PLUS Philips CM8833Mk2** (Colour/Stereo Monitor) **Star LC200 9 Pin**(Colour Printer)
Free Printer Dust Cover & Lead **£828.00**

The New Amiga 1500 Is Here !

The Ultimate Personal Home Computer Designed To Cover Every Computing Requirement,From Business To Leisure And From Design To Education

Includes : 1500 CPU with One Megabyte of Memory :
Separate Keyboard : Additional Disk Drive
Optional IBM Compatability
9 Expansion Slots Plus This Great Software
THE WORKS PLATINUM EDITION
DELUXE PAINT 3
THEIR FINEST HOUR
BATTLE CHESS
SIMCITY+
TERRAIN EDITION
POPULOUS SPECIAL



1500 System With Commodore 1084SD Colour Monitor And 52MB Autoboot Hard Drive Only **£1249.00**

1500 System Only £679.00
1500 System With Philips 8833Mk11 £909.00

HOW TO ORDER

By Phone:
Call Our Credit Card Order Line
And Quote Your Credit Card Details To Our Helpful Sales Staff. We Accept ACCESS, EUROCARD, VISA, MASTERCARD, AMEX, BARCLAYS CONNECT, SWITCH, and LOMBARD CREDITCHARGE.

By Mail:
Simply Write Down Your Order
And Post It To Us With A Personal Cheque, Postal Order,Bankers Draft Or Building Society Cheque Made Payable To "Digicom Computer Services Ltd".
(Personal Cheques Require Time To Clear Before Despatch)

All Prices Include VAT And FREE Delivery

Next Day Courier Delivery At £5.00 Extra

Visit Our Showroom Open Mon-Sat 9.00am-5.30pm

DIGICOM

36-37 Wharfside,Fenny Stratford,Watling Street
Milton Keynes MK2 2AZ

Wharfside Is Opposite The Bridge Pub On The A5 Watling Street

Prices And Specifications Are Subject To Change Without Notice. E&OE

Phone Our 24 Hour Hot Line
(0908) 378008
8 Lines Open
Fax (0908) 379700
All Major Credit Cards Accepted

☆ Digicom Offers You ☆
- ☆ Free Catalogue (With All Orders)
- ☆ Regular Newsletters And Special Offers
- ☆ 12 Month Guarantee On All Product
- ☆ 30 day Replacement Of Faulty Product
- ☆ Technical Helpline
- ☆ All Product Tested Before Despatch
- ☆ Price Or Product Match

PREMIER MAIL ORDER

*Titles marked * are not yet available and will be sent on day of release.*
Please send cheque/PO/Access/Visa No. and expiry date to :

Dept CU06, Trybridge Ltd., 8 Buckwins Sq., Burnt Mills, Basildon, Essex. SS13 1BJ.

Please state make and model of computer when ordering. P&P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £2.00 per item for Airmail. These offers are available Mail order only..Telephone orders: mon-Fri 9am-7pm. Saturday 10am-4pm. Fax orders : 0268 590076. Tel Orders : 0268 - 590766

GAME	PRICE
1/2 Meg Upgrade	29.99
1/2 Meg Upgrade with clock	32.99
3D Construction Kit*	32.99
4D Driving*	16.99
A.D.S.	16.99
A.P.B.	6.99
African Raiders	6.99
Assault on Alcatraz *	16.99
688 Attack Sub	16.99
AMOS	29.99
Arachnaphobia*	16.99
Arkaniod 2	5.99
Armour - Geddon *	16.99
Atomind*	16.99
Awesome	24.99
B.A.T.	19.99
Batman the Caped Crusader	5.99
Back to the Future 3	16.99
Bards Tale 2	5.99
Bards Tale 3	16.99
Battle command	16.99
Battle of Britain	19.99
Battle Chess 2*	16.99
Betrayal	19.99
Beastbusters*	16.99
Billy the Kid *	16.99
Big Game Fishing *	16.99
Birds Of Pray*	26.99
Blade Warrior *	16.99
Blue Max	19.99
Brat	16.99
4D Boxing *	16.99
Budokan	7.99
Buck Rogers (1 Meg)	19.99
CJ's Elephant Antics	5.99
California Games	6.99
Castles *	19.99
Carrier Command	9.99
Cavadar	16.99
Cadaver Data Disc*	9.99
Captive	16.99
Centurion	19.99
Chaos Strikes Back	16.99
Chase HQ 2	16.99
Champions of Krynn (1Meg)	21.99
Chuck Rock	16.99
Chuck Yeager	16.99
Codename Iceman (1Mg)	26.99
Colonels Bequest (1Mg)	26.99
Continental Circus	5.99
Commando War *	16.99
Corporation	16.99
Corporation Data Disc	9.99
Creatures*	16.99
Cricket Captain	16.99
Crime Wave *	16.99
Cruise for a Corpse *	16.99
Curse of Azure Bonds (1 Meg)	19.99
Cybercon 3*	16.99
Das Boot	19.99
Daley Thompson Challenge	5.99
Defender Of The Crown	7.99
Disney Animation	79.99
Double Dragon	5.99
Dragons Lair 2	26.99
Dragon Wars	16.99
Dragons Lair (1Meg)	26.99
Dragons Lair Time Warp	26.99
Duck Tales	16.99
Dungeon Master	16.99
Duster *	16.99
ELF *	16.99
E-Swat	16.99
Epic *	19.99
Emlyn Hughes	13.99
Escape from Colditz	19.99
Eye of the Beholder (1 meg) *	19.99
Excalbur*	16.99
F15 Strike Eagle 2 *	22.99
F16 Combat Pilot	16.99
F19 Stealth Fighter	19.99
F29 Retaliator	16.99
Falcon	14.99
Falcon Mission Disk	10.99
Falcon Mission Disk 2	10.99
Fantasy World Dizzy	5.99
Fireball *	16.99
First Samuari*	16.99
Flight of the Intruder *	19.99
Flood	7.99
Forgotten Worlds	6.99
Football Man World Cup	9.99
Football Director 2	13.99

GAME	PRICE
Ford 98 Rally *	16.99
Fun School 3 5-7	16.99
Fun School 3 over 7	16.99
Fun School 3 under 5	16.99
Fun School 2 (6-8)	13.99
Fun School 2 (over 8)	13.99
Fun School 2 (under 6)	13.99
Future Wars	16.99
Gauntlet 2	6.99
Gazza 2	16.99
Gremilns 2	16.99
Gods	16.99
Golden Axe	16.99
Gunship	14.99
Gunboat *	16.99
Gaunlet 3*	16.99
Hard Driven	9.99
Hard Drivin' 2	16.99
Harpoon (1Meg)	19.99
Herosquest*	19.99
Hitchikers Guide	7.99
Hollywood Collection	19.99
Horror Zombies	16.99
Hunter *	16.99
Hydra *	16.99
IK+ *	5.99
Imperium	16.99
Indianapolis 500	16.99
It came from the Desert Data	9.99
It came from the Desert	14.99
Jack Nichlaus Extra courses	9.99
Jack Nichlaus Golf	16.99
Jack Nicklaus unlimited Golf (1 Meg)	19.99
Judge Dredd	13.99
Jungle Book	6.99
Kick Off 2	12.99
Kick Off 2 (1 Meg)	14.99
Killing Cloud*	16.99
Kings Quest 4 (1 Meg)	26.99
K.O.2 Final Whistle	8.99
K.O.2 Giants of Europe *	7.99
K.O.2 Return of Europe *	7.99
K.O.2 Winning Tactics *	5.99
K.O.2 Super League*	9.99
Knights of the Sky *	19.99
Last Ninja 2	5.99
Last Ninja 3*	16.99
Leather Goddess	7.99
Lemmings	16.99
Legend *	16.99
Leisure Suit Larry 2	26.99
Leisure Suit Larry 3 (1 Meg)	26.99
Life and Death *	19.99
Line of Fire	16.99
Licence To Kill	6.99
Loom	19.99
Lords of Chaos *	16.99
Lord of the Rings*	16.99
Lost Patrol	16.99
Lucasfilm Double Pack	19.99
Magnetic Scrolls Collection*	19.99
Magnum 4	19.99
Mega Traveller 1	19.99
Mega-Lo-Mania *	16.99
Mercs *	16.99
Miami Chase	6.99
Mig 29	22.99
Manchester United	16.99
Masterblaster*	16.99
Monty Python	13.99
M1 Tank Platoon	19.99
Mid Winter	19.99
MIdwinter 2*	19.99
Midnight Resistance	16.99
Murder	16.99
NARC	16.99
NAM	19.99
Navy Seals *	16.99
Nightbreed RPG	16.99
Nightshift	16.99
Operation Stealth	19.99
Oriental Games	16.99
Operation Thunderbolt	16.99
Operation Wolf	5.99
Off Raod Racer	16.99
PGA Tour Golf	16.99
Pang	16.99
Pirates	15.99
Player Manager	12.99
Platinum	16.99
Platoon	5.99
Police Quest 2 (1 Meg)	26.99

GAME	PRICE
Pool of Radiance (1 meg)	19.99
Populous	16.99
Populous Promised Land	7.99
Powerpack	14.99
Powermonger	19.99
Powermonger Data Disc 1*	9.99
Power Up *	19.99
Predator 2 *	16.99
Pro Tennis Tour 2	16.99
Projectyle	7.99
Quattro Adventure	9.99
Quattro Sports	9.99
R Type	5.99
Rambo 3	5.99
Rainbow Islands	16.99
Railroad Tycoon	22.99
Red Storm Rising	15.99
Reach for the Skies *	16.99
Robozone *	16.99
Rocket Ranger	7.99
Rotator *	16.99
Rick Dangerous 2	16.99
Rick Dangerous	7.99
Rise Of The Dragon*	26.99
Robocop 2	16.99
Search for the King *	24.99
Secrets of the Luftwaffe *	19.99
Secret of Monkey Island *	19.99
Shadow Warriors	16.99
Shadow of the Beast	16.99
Shadow of the Beast 2	26.99
Shadow Sorceror *	19.99
Shadow Dancer*	16.99
Skull and Crossbones	16.99
Silkworm	5.99
Silent Service	9.99
Sim City + Populous	19.99
Sim Earth *	19.99
Ski or Die	16.99
Sly Spy	16.99
Space Ace	26.99
Space Quest 3	26.99
Speedball 2	16.99
Speedball	7.99
Stratego *	16.99
Strider 2	16.99
Steven Hendry *	16.99
Stun Runner	13.99
Subbuteo	16.99
Supremacy	19.99
Super Hang On	5.99
Super Monaco GP	16.99
Shuttle*	19.99
Switchblade	6.99
Switchblade 2*	16.99
Swiv	16.99
Team Suzuki	16.99
Team Yankee	19.99
Teenage Mutant Turtles	16.99
Test Drive 2	16.99
Test Drive 3*	16.99
T't Drive 2 California Chall	9.99
Test Drive 2 Muscle Cars	9.99
The Immortal (1 meg)	16.99
Thunderhawk *	19.99
Tip Off*	14.99
Track Suit Manager 2 *	16.99
Treasure Trap	6.99
Tournament Golf	16.99
Toki *	16.99
Toyota Celica	16.99
Total Recall	16.99
Toobin	6.99
Turbo Challenge 2 *	16.99
Turbo Challenge	16.99
Turrican	7.99
Turrican 2	16.99
TV Sports Baseball *	19.99
TV Sports Basketball	14.99
TV Sports Football	12.99
UMS 2 (1 Meg)	19.99
Viz	16.99
Walker *	16.99
Warlords (1 Meg)	19.99
Wolf Pack (1 Meg)	19.99
Wonderland (1 Meg)	19.99
Wrath of the Demon	19.99
Wings	11.99
Wizball	5.99
Wizkid *	13.99
Xenon 2 Megablast	9.99
Z-Out	13.99

JOYSTICKS

Quickjoy Jetfighter	10.99
Quickjoy Megaboard	19.99
Cheetah 125+	6.99
Comp Pro Extra	14.99
Quickjoy Turbo 2	8.99
Qucikshot 3 Turbo (Sega Comp)	9.99
Sega Control Stick	13.99

BLANK DISKS

Top Quality Unbranded Disks

10 x 3.5" DSDD	5.99
20 x 3.5" DSDD	10.99
50 x 3.5" DSDD	23.99
100 x 3.5" DSDD	44.99

Branded Disks

3.5" DSDD	1.25	Each
5.25" DSDD	0.75	Each

MIDWINTER 2
ONLY £19.99

E.A.SPECIAL OFFERS

ONLY £7.99 EACH

POWERDROME
BARDSTALE 2
ZANY GOLF
KEEF THE THIEF
INTERCEPTOR
HOUNDS OF THE SHADOW
SWORDS OF TWILIGHT

SPECIAL OFFER

Turrican
Now Only £7.99

SPECIAL OFFER

Hammerfist
ONLY £7.99

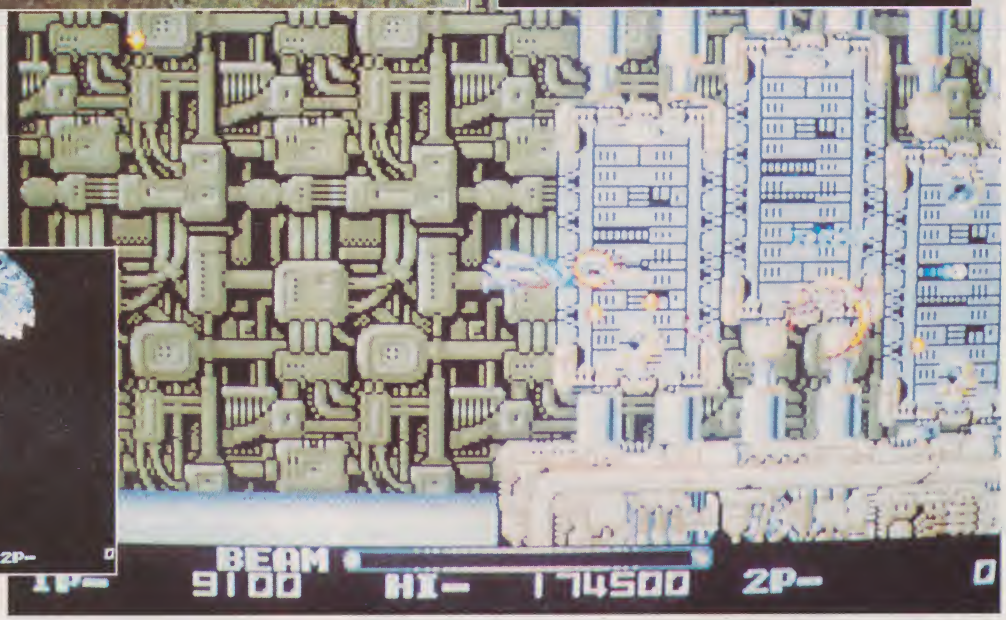
SPECIAL OFFER

Steve Davis Snooker
Now Only
£7.99





What lurks in the great unknown? Only you and your dependable space ship can hope to come out alive if equipped with courage, valour and audacity. So much for the odds, eh?





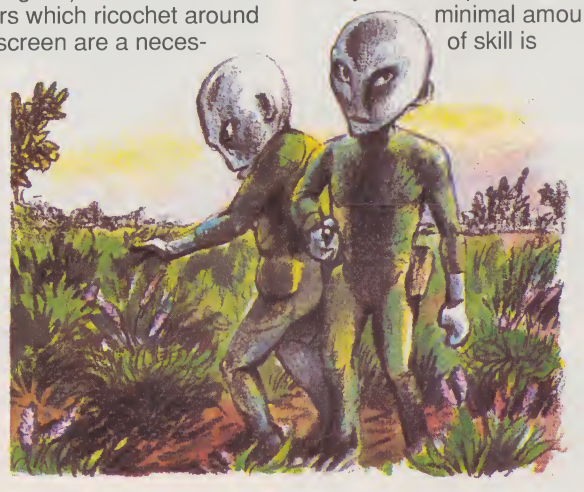
R-TYPE II

R-Type was heralded as one of the greatest shoot 'em ups to grace computer screens. The temptation to better it has proved too much for Irem. Famed for innovative games such as *X Multiply* and *Dragon Breed*, they had a reputation to live up to. And so the sequel, *R-Type 2*, rears its powerful and many faceted head.

The nefarious forces of the Bydo Empire yet again loom large and threatening. Not surprising really – this is what happens in sequels! There are six levels of horizontal parallax scrolling action, which bears more than a passing similarity to *R-Type*. All the great gadgets and gizmos are present. The all-protecting Force shield defends your ship both fore and aft. A wonderful feeling of invincibility surrounds you; the metallic killing machines which attempt to send you to an early bath are rendered powerless!

Collecting the weapons and added extras is essential if one is to survive all the dreaded onslaughts of the evil Bydo Empire. A very difficult business as your foes are adept at sneaking behind and shooting your posterior. In order to combat this, pick up the bombs which can fire both front and back. Weapons beyond your wildest dreams, indeed. Missiles travel along like deadly ball bearings, or cascades of deadly energy. The most spectacular effects are the exocet-like rockets, and the ring lasers (which create a display of deadly red and blue lights!). The electric blue lasers which ricochet around the screen are a necessity for killing off those sneaky little aliens which lurk in dark corners.

The secret of success is to pick up as many of these deadly items as possible. A minimal amount of skill is



R-TYPE II

required as blasting everything in sight, regardless of aim, seems to be the best policy. Easy, huh? Well, not quite. Staying alive takes a vigilant eye and a steady stream of killer beams. Aim for objects which look like flying space helmets. When shot, these reveal icons with the letter S or M. Speed and bombs are the respective prizes.

After surviving swarms of baddies, your reward is to meet the end-of-level guardian: a huge monster which fills the screen, blocking the path to the next level. Holding down the fire button creates an impressive blinder of a shot. A metre at the base of the screen shows the strength of the bolt. Firing a few of these will destroy beasties like the centipede and the crab ships. Comparisons are odious, but I'll make them anyway. In the original *R-Type*, the creatures were similar to monsters which inhabit sci-fi films like Alien. They had an identifiable, ghoulish form. In *R-Type 2*, the enemies, and especially the end-of-level guardians, are so intricate they are difficult to recognise.

The graphics are executed with a great deal of imagination and flair. The best background effects are in level six; a land of petrified forests and decapitated dinosaur heads. The sounds are fast and pacy, with music sampled directly from the coin-op.

R-Type 2 is a superior shoot 'em up with many enjoyable features. However, it remains questionable what this game adds to the original. To be sure, it features parallax scrolling which was absent in the precursor, but apart from that, the game play is slow and sluggish. Fans of *R-Type* should definitely be eager for *R-Type 2*. Once hooked, it's back for more punishment.

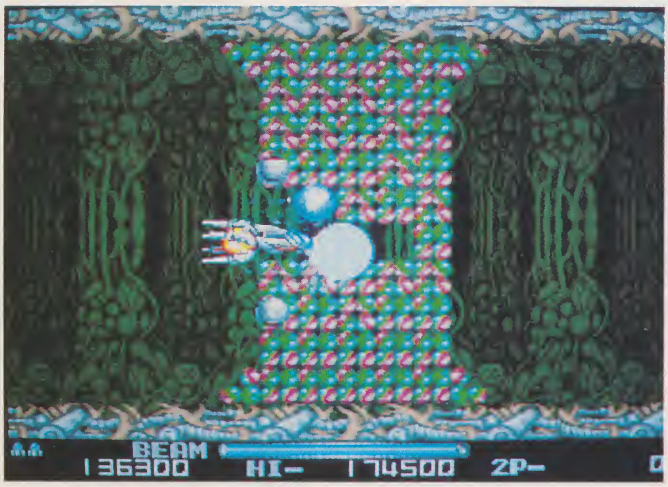
Fiona Keating



Strange but true, UFOs have been reported by almost every astronauts. There are persistent rumours that the United States have a UFO which they keep in total secrecy.

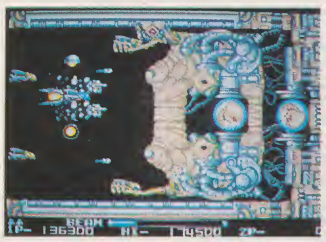
LOOK OUT, MA! THERE ARE ALIENS ABOUT!

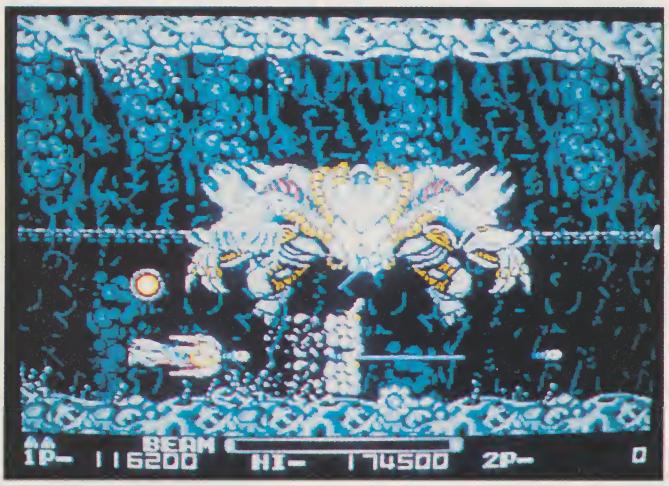
Scientists tend to view the UFO phenemenon with a great deal of scepticism. Not surprising, if we consider the evidence. Witnesses who have had contact with extraterrestrials tend to be religious fanatics, never 'rational and reputable persons', according to ufologists. Some very unpleasant side effects can take place. Victims of sightings have reported physical side-effects such as violent headaches, fits of weeping, and buzzing in the ears. Obviously, UFOs can be bad for your health! Even stranger things can happen. After a UFO sighting, a woman with permed hair found that it had gone completely straight!

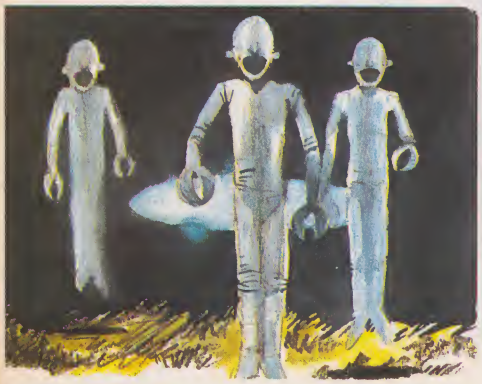




End of level guardians do their damndest to prevent impetuous fools from getting to the next level. Luckily, the many weapons at your disposal enable a spirited defence.







Fighting the horrific crab ships and other deadly foes is no mean feat. High quality graphics and animation help to create a bold and daring contest in the far corners of the universe.

ACTIVISION/DISK £24.95

"Sophisticated shoot 'em up for fans of the original"

GRAPHICS	78%
SOUND	76%
LASTABILITY	70%
PLAYABILITY	80%

OVERALL 79%

CITIZEN PRINTERS



Silica presents some great offers on the award winning range of high quality dot matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and a very high quality of output. Our confidence in the quality of Citizen printers is such that we are pleased to offer a unique two year guarantee with every printer. Plus, if you purchase your Citizen printer from us, we will give you a Silica Printer Starter Kit (worth £29.95), *FREE OF CHARGE!*

FREE DELIVERY
Next Day - Anywhere in the UK mainland

FREE STARTER KIT
Worth £29.95 - With every Citizen printer from Silica.

FREE COLOUR KIT
Worth £39.95 - With Swift 9 and Swift 24 printers.

2 YEAR WARRANTY
Silica offer a 2 year warranty (including the printer head) with every Citizen printer purchased from Silica.

WINDOWS 3.0
Free Windows 3.0 driver - In the Silica Starter Kit.

FREE HELPLINE
Technical support helpline open during office hours.

MADE IN THE UK
Citizen printers are manufactured to high standards.

144 CPS DRAFT 9 PIN



CITIZEN 120D+

The Citizen 120D+ is one of the UK's best selling printers. It has a stylish appearance and excellent features and performance for such an inexpensive printer. The 120D+ is available with either a serial or parallel interface and is an ideal first printer.

- *9-pin Printhead*
- *Print Speed 144cps Draft*
- *30cps NLQ*
- *Epson & IBM Graphics Emulation*
- *Pull Tractor & Bottom Feed*
- *Superior Graphics - 240×216dpi*
- *FREE Starter Kit*

RRP £233.83
STARTER KIT £29.95
TOTAL RRP: £263.78
SAVING: £112.20
SILICA PRICE: **£151.58**

£129
+VAT = £151.58

144 CPS DRAFT 24 PIN



CITIZEN 124D

The award winning Citizen 124D brings high quality 24-pin dot matrix printing within every computer users reach. It is the ideal choice where high quality printing is required at a budget price.

- *24-pin Impact Printer*
- *Print Speed 144cps Draft*
- *2 LQ Fonts (48cps)*
- *8K Buffer*
- *Epson, IBM & NEC P6+ Emulation*
- *Advanced Paper Parking*
- *Superior Graphics - 360×360dpi*
- *FREE Starter Kit*

RRP £292.58
STARTER KIT £29.95
TOTAL RRP: £322.53
SAVING: £112.20
SILICA PRICE: **£210.33**

£179
+VAT = £210.33

192 CPS DRAFT 9 PIN



SWIFT 9 - COLOUR!

The Citizen Swift 9 is perfect for those who require high quality dot matrix black or colour printing at a budget price. The print quality of Swift 9 rivals that of other manufacturer's 24-pin models.

- *9-pin Impact Printer*
- *Print Speed 192cps Draft*
- *3 NLQ Fonts (48cps)*
- *8K Buffer*
- *Epson & IBM Graphics Emulation*
- *Advanced Paper Parking*
- *FREE Starter Kit*
- *FREE Colour Kit*

FREE! COLOUR KIT

RRP £280.83
STARTER KIT £29.95
COLOUR KIT £44.65
TOTAL RRP: £355.43
SAVING: £133.35
SILICA PRICE: **£222.08**

£189
+VAT = £222.08

192 CPS DRAFT 24 PIN



SWIFT 24 - COLOUR!

The Citizen Swift 24 is one of Europe's best selling printers and has won awards including Printer Of The Year 1990. Its rapid print speed, quality and black or colour options, make it a natural choice.

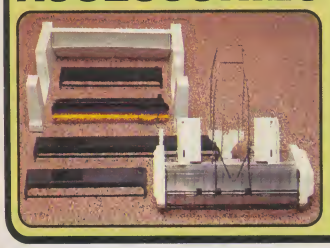
- *24-pin Impact Printer*
- *Print Speed 192cps Draft*
- *4 NLQ Fonts (64cps)*
- *8K Buffer*
- *Epson, IBM & NEC P6+ Emulation*
- *Advanced Paper Parking*
- *FREE Starter Kit*
- *FREE Colour Kit*

FREE! COLOUR KIT

RRP £428.88
STARTER KIT £29.95
COLOUR KIT £44.65
TOTAL RRP: £503.48
SAVING: £199.15
SILICA PRICE: **£304.33**

£259
+VAT=£304.33

PRINTER ACCESSORIES



SHEET FEEDERS

PRA1200 **120D** £71.38
PRA 1215 **124D/Swift 9/24** £88.70
PRA1228 **124D/Swift 9/24** £42.00

SERIAL INTERFACES

PRA 1189 **120D+** £56.45
PRA1209 **Swift 9/124D** £32.25
PRA 1709 **Swift 24** £26.38

PRINTER STAND

PRA1242 **124D/Swift 9/24** £24.03

ORIGINAL RIBBONS

RIB 3520 **120D/Swift 9 Black** £4.11
RIB 3924 **124D/Swift 24 Black** £4.70
RIB 3936 **Swift 9/24 Colour** £15.63

COLOUR KITS

PRA1236 **Swift 9/24** £39.65

All prices include VAT and Free delivery.

FREE! STARTER KIT

Every Citizen printer from Silica, comes complete with the Silica Printer Starter Kit, including everything you need to get up and running with your new printer immediately, FREE OF CHARGE!

- *3½" Dual Format Disk with Amiga & ST Printer Drivers*
- *3½" Disk with Drivers for Microsoft Windows 3*
- *2 Metre Parallel Printer Cable*
- *200 Sheets of High Quality Continuous Paper*
- *200 Continuous Address Labels on Tractor Feed*
- *5 Continuous Envelopes on Tractor Feed*

If you already own a printer, and would like a Silica Printer Starter Kit, you may order one (ref: KIT 5000) for the special Silica price of £24.95 - £5 off RRP!

NORMAL RRP
£29.95



SILICA SYSTEMS OFFERS YOU

- ***FREE OVERNIGHT COURIER DELIVERY:*** On all hardware orders shipped in the UK.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of PC technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 12 YEARS:*** Proven track record in professional computer sales.
- ***£13M TURNOVER (with 60 staff):*** Solid and reliable with maintained growth.
- ***BUSINESS/EDUCATION/GOVERNMENT:*** Volume discounts available for large orders.
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your PC requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers and software/peripheral details.
- ***PAYMENT:*** By cash, cheque and all major credit cards.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or some technical help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. Silica Systems is one of the UKs leading independent computer dealers and provides a quality service to users at home, in education and in business throughout the nation. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now, for our latest Free literature on the Citizen printer range and begin to experience the "Silica Systems Service".

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-309 1111**
Order Lines Open:	Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA		**Tel: 071-580 4000**
Opening Hours:	Mon-Sat 9.30am-6.00pm	No Late Night Opening	Fax No: 071-323 4737
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB		**Tel: 071-629 1234**
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm	Extension: 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-302 8811**
Opening Hours:	Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm	Fax No: 081-309 0017

To: Silica Systems, Dept CMUSR-0691-54, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND CITIZEN PRINTER INFORMATION

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

Company Name (if applicable): .....

Which computer(s), if any, do you own? .....

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

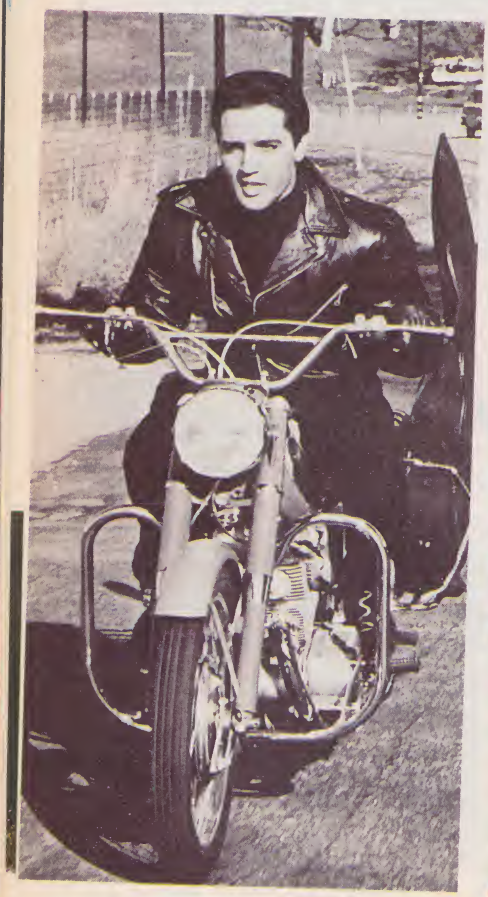
LES MANLEY in SEARCH FOR THE KING

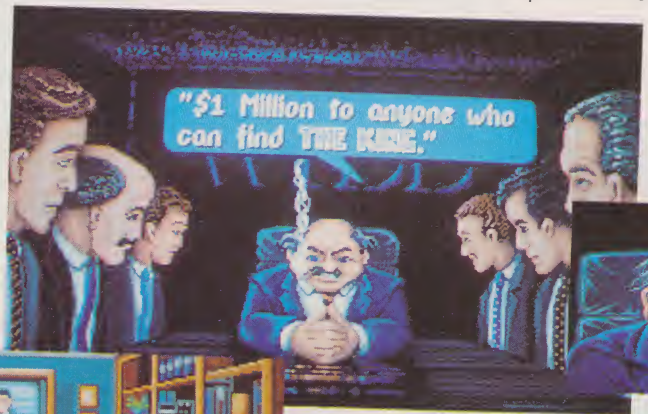
Remember all those Sun and Sunday Sport headlines from a few years ago, claiming that Elvis Presley was alive and well and working as a teasmaid in your local Co-op? Well, Accolade certainly do, and have devised an entire graphic adventure around the idea as you seek to find The King, collect a $1 million reward, and cop off with the boss's secretary to boot.

An impressive intro sequence sets the scene and introduces the major characters. Les's cigar-chomping boss is shown leaning over a boardroom table grilling his TV station executives about the company's falling revenues. Some bright spark has the brilliant idea to launch a 'Find the King' competition with a prize of $1 million should he be found alive. Les Manley, the character under your control, listens intently and decides to set out and find the King, win the money and, hopefully, the affections of Stella Hart, the company secretary.

Les is a bit of a nerd, to say the least. His job involves manually rewinding video tape to save on electricity and he works from a grotty basement office. Stuck in a dead-end job, he's definitely one of life's losers, and the chance to get rich quick is just too much of a temptation. Les has to travel through more than 70 screens in his search with plenty of red-herrings impeding his progress. For instance, it's useless trying to buy a ticket for Vegas from the New York bus station as the maze-like crowd-control barriers don't actually lead to the counter. Try visiting the Test-o-Strength stall at the Circus instead for a novel way of reaching your destination.

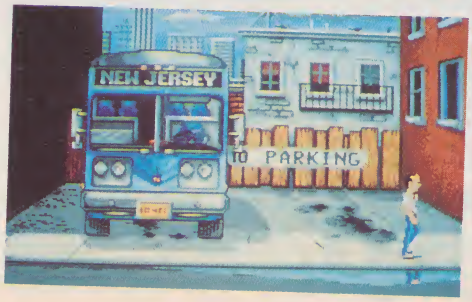
The game is mouse-controlled although there's also a keyboard option. Moving less around the screen is straightforward – merely click on the part of the screen you want Les to move to, and he'll obediently follow. As with all graphic adventures there's a great deal of text input, and the parser is remarkably efficent at recognising a broad range of verbs and commands. If you're new to adventure





Below: Les plucks up courage to ask his boss for a raise. No chance!





Below: All the fun of the circus! Visit the Fortune Teller and get a palm job or ball reading!









Above: It's hard work shuffling elephant's dung!
Left: Les's dingy office where you begin your quest.

games, you might find yourself struggling in the early stages as things aren't always clear. It's a good idea to thoroughly examine every screen and take whatever isn't bolted down – you never know when you may need that thermos flask of water, mouldy cheese sarnie or ID card. Another handy tip, if you get really stuck, is to consult the walk-through guide which comes conveniently packaged with the game.

Search for the King has been out on the PC for some time, but it's only now that Amiga owners can join in the fun. That's because instead of porting the game across and adapting the PC graphics and tinny sound, the game's graphics and sonics have been reworked from scratch to take advantage of the Amiga's capabilities.

Overall, the animated antics of Les and his pals looks a treat. The attention to detail is superb with jam-packed screens hiding a number of clues, equipment or interactive elements of one kind or another. Especially entertaining is the Circus screen where, after having earnt a ticket by shovelling Elephant dung(!), you can face off against the World's Strongest Man or have yourself a palm job with the local Fortune Teller. Watch out, also, for Bart Simpson on a skateboard and numerous other celebrities who pop up for cameo appearances.

Sadly, the sound is a distinct disappointment. There are a number of in-game tunes but they rarely rise above the mediocre. Even Rolf Harris with his trusty Stylaphone could have done better than this. Another minus point is the amount of time spent swopping disks. *Search for the King* comes on five disks and if you haven't got a second drive you'll be forever changing them. The game also loads incredibly slowly, and each new screen takes an age to appear. This cuts up the action and can be really frustrating at times.

It's not just Elvis devotees who'll get their kicks from *Search for the King*. Its appeal is fairly broad, due to the game's in-built humour and inherent silliness. Solutions to many of the problems aren't easy – you have to literally think how Les would think in many instances. It's not easy being a nerd (or so I'm told!), but it's a hell of a lot of fun. And I'm not going to spoil the game by telling you if Les eventually tracks down the King, marries Stella or even pockets the $1 million – you're just going to have to buy it for yourself!

Dan Slingsby

THE KING IS DEAD

Search for the King takes its inspiration from the life of Elvis Presley, an incredibly famous singer of the fifties who ended up a fat and bloated has-been performing to blue-rinse grannies in the stiffling heat of Las Vegas. Throughout the game there are many throw away references to his past life. For instance, the Circus owner is called the Colonel, an obvious reference to Colonel Parker, a former circus hustler who went on to manage Elvis and shape his career. Les also visits the Kingdom, an obvious doppleganger for Elvis's Gracelands retreat, complete with gaudy interiors. There are even references to the many Elvis impersonators who hawk their dubious talents around the nightclub and cabaret circuits as Les has to dress up as one to get into the Kingdom's inner most sanctums. Unfortunately, as Accolade didn't fork out the cash for an Elvis licence, none of his music accompanies the game and instead we're served up a diet of substandard tunes which have you reaching for the volume control.





Take a call from the luscious Stella or seek work and advice from the Colonel at the circus.



ACCOLADE £30.95

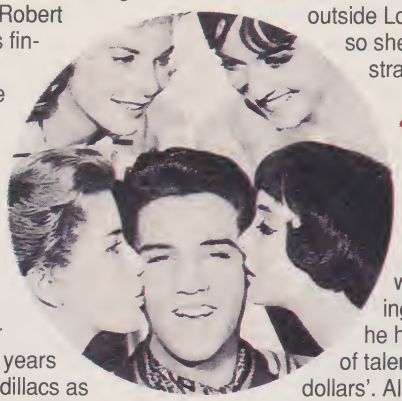
"A bip-bop-aloolah, a bip-bam boom of a game"

GRAPHICS	85%
SOUND	12%
LASTABILITY	84%
PLAYABILITY	79%
OVERALL	**80%**

20 THINGS YOU DIDN'T KNOW ABOUT THE KING

The haunting voice and gyrating hips of Elvis Presley helped make him one of the world's most successful entertainers. Unfortunately, Elvis spent the last few years of his life as a recluse in a twilight world of drugs, easy women and few real friends. Dan 'Greaseball' Slingsby strips away the myths surrounding the 'King' of Rock 'n' Roll.

1 An unusual pastime enjoyed by Elvis was the shooting of television sets. He had an extensive collection of guns and rifles and would often take pot-shots at the telly when bored. An ex-bodyguard described one such incident: 'One afternoon he was eating breakfast and on comes Robert Goulet. Very slowly, Elvis finished what he had in his mouth, put down his knife and fork, picked up a .22 and – boom – blasts old Robert clean off the screen'. It's estimated that Elvis polished off more than 200 televisions in this way.



2 Elvis had a passion for expensive cars. Over the years he amassed over 100 Cadillacs as well as numerous Mercedes and Rolls Royces. Pat Gilmore, a Memphis Cadillac dealer, remembers Elvis turning up at 3am at his showroom: 'He bought 13 Caddies in an hour and a half. The bill came to $168,000. They were Christmas presents for his staff'. In another celebrated incident, Elvis was busy chooşing two cars as presents for his bodyguards when he spotted an obviously poor couple looking with envy at the expensive cars on offer. Elvis went over, asked them which model they fancied, and immediately bought it for them.

3 Elvis often dated movie stars and bought them extravagant presents. On one occasion, he gave actress Suzanna Leigh a brand new Harley Davidson motorbike. Unable to even sit on the machine, let alone ride it, Elvis rented 15 miles of motorway outside Los Angeles the next day so she could ride the bike in a straight line.

4 His manager, Colonel Parker, creamed off 25% of all Presley's earnings, a cut which rose to a staggering 50% from 1967 onwards. Parker was later quoted as saying: 'When I first met Elvis, he had a million dollars worth of talent. Now he has a million dollars'. Always with a sharp eye for a fast profit, the Colonel was quick to exploit Elvis' death. By the time of the funeral, he'd made a deal with Factors Inc., to market Elvis products and got Vernon Presley, Elvis's dad, to sign the deal on the day of the funeral.

5 Elvis never wrote any of his songs. That was left to a battery of songwriters who were instructed to give him a song-writing credit so that Elvis could cream off some of the publishing profits.

6 It was not long before Hollywood beckoned and Elvis embarked on a stream of rather dodgy teen movies. Although his movies were pure corn, they still enabled Elvis to become the highest paid actor in Hollywood. After his first film, one respected movie critic was so moved as to describe Elvis as having the 'screen presence of a sausage'. Eventually Elvis tired of living the life of a movie star, complaining that 'I'm bored with playing a guy who would be in a fight one minute and would start singing to the guy he was beating up the next'.

7 Elvis memorabilia flooded the market. Any gift imaginable was on offer ranging from Elvis lipstick (available in Hound Dog orange and Heartbreak Hotel pink) to such things as Elvis underwear, bobble hats, shoe horns, and wine ('This is the wine Elvis would have drunk if he had been a wine drinker,' ran the copy blurb). Even dirt from Graceland and Elvis's sweat was on offer.





8 In later years, Elvis wore a variety of outrageous costumes. His favourite was a white jumpsuit embroidered with precious jewels. Featuring massive flares and double-length collar, the suit was set off with a floor length cape. Elvis also sported diamond rings on each finger, a gold-plated belt, and a solid gold medallion the size of a frying pan.



9 When Elvis received his call-up papers he became the US Army's most famous G.I. His earnings plummeted from $10,000 a week to $74 a month. Elvis insisted he wanted to be treated like a normal soldier and refused to join the Entertainments Division, preferring instead to join a normal operations unit. 'I just want to be treated like a normal Joe,' he was quoted as saying. Perhaps that's why he rented a plush 20-room apartment outside the barracks while the rest of his colleagues had to make do with sleeping in a dorm on iron bunk beds.

10 Elvis adopted a rebellious stance during the early part of his career and modelled himself on James Dean and Marlon Brando. He was often accused of encouraging juvenile delinquency and condemened by religious and parental groups. One reviewer for the Toronto Star described Elvis as 'a bulldozer in mating season' after watching him perform.

11 During his 23 year career, Elvis sold a staggering 500 million records, released more than 200 singles and made 33 films.

12 In his later years, Elvis became something of a recluse, hiding away in his Graceland retreat. Because of his fame, he was a virtual prisoner, unable to venture out for fear of being mobbed. He would often hire out whole cinemas, skating rinks and amusement parks, just so he could escape the confines of his 23 room mansion.

13 Elvis received numerous death threats throughout his career. On one such occasion, he received a number of violent phone calls just before he was due on stage in Las Vegas as well as a message scrawled on a note and shoved under his hotel room's door. Undeterred, Elvis took to the stage with a Derringer in his boot and a .45 in his belt!

14 Ed Sullivan, a famous American chat-show host, had refused to have Elvis on his show. However, after a number of top-rated appearances on rival networks, Sullivan had to eat humble pie and paid Elvis a staggering $50,000 for three appearances. The third programme only showed Elvis from the waist upwards as viewers had complained about his gyrating pelvis and suggestive manner on the previous two.

15 After making a triumphant comeback in 1968, after years of inactivity, he signed up for a five-year contract at a top Vegas hotel. The deal was worth $5 million for two months work each year and the contract was written in red ballpoint on a tablecloth in a posh restaurant. In the same year, Elvis filled the Huston Astrodome, capacity 44,500, every day for an entire week.

16 Elvis was showered with gifts when he performed on stage. He would often get thrown women's knickers and room keys. On one occassion, a woman even threw him a severed finger as a token of her love for him.

17 Elvis was a compulsive eater. At the time of his death he had ballooned to a massive 17 stone. He would often fly to Dallas from Memphis because he was convinced that Dallas was the only city that could make a decent hamburger.

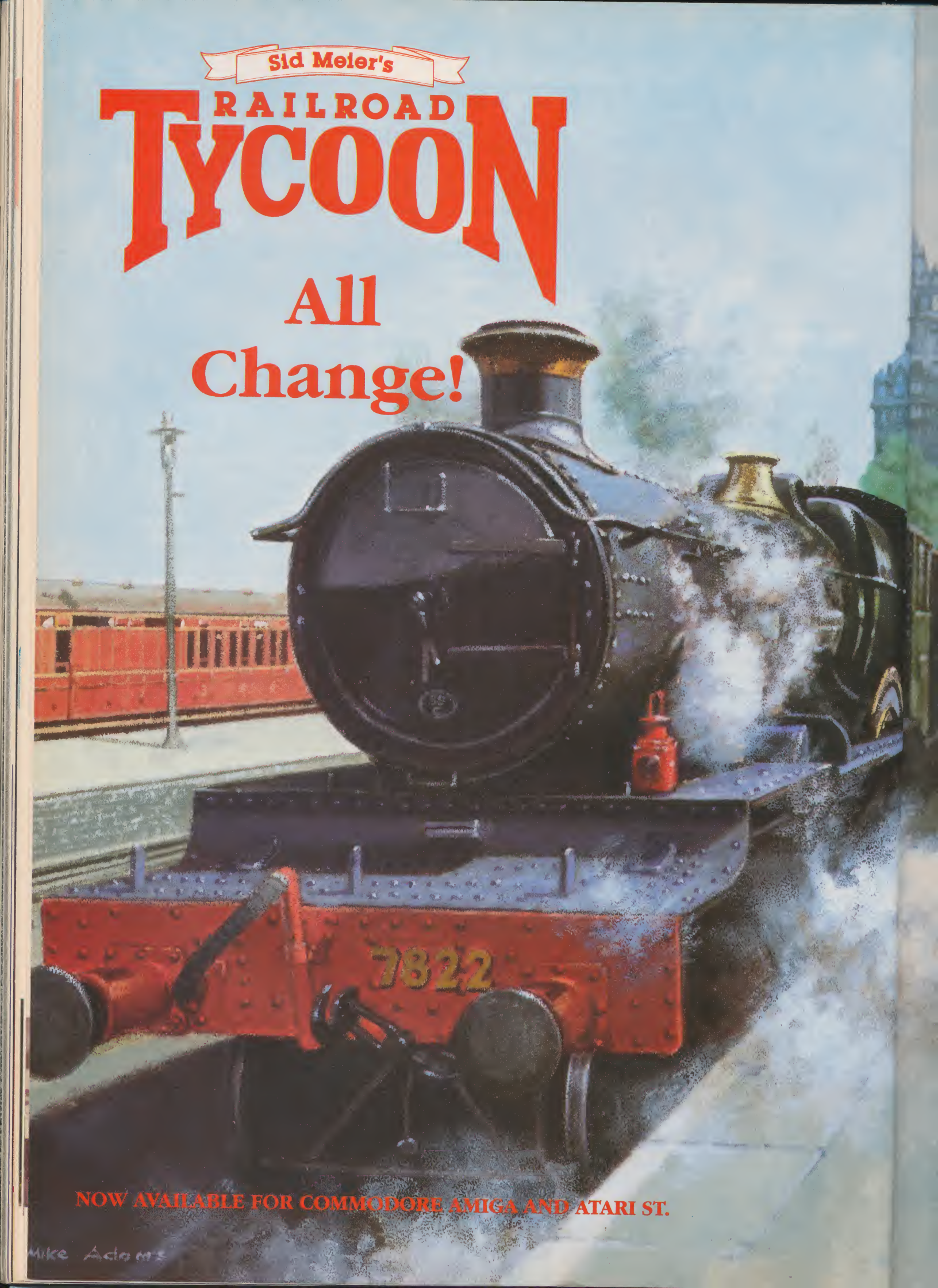
18 Elvis died, aged 42, on the 16 August, 1977. After a series of poor performances, where he kept forgetting the words to his songs and had to resort to using idiot boards, he was found face down in his private bathroom at Gracelands. He had died of a heart attack and drowned on his own puke.

19 Many people believe that Elvis had a chronic drugs problem. Red West, a former bodyguard, stated that Elvis took pills all day long and took shots in the arm and leg from a plastic syringe. Even Presley's ex-wife, Pricilla (who later starred in Dallas as Bobby Ewing's second wife) claimed that Elvis had a deep-rooted drugs problem. If all the reports are to be believed, Elvis suffered from bloodclots in his legs, hypoglycemia, glucoma, respiratory ailments, a liver twice its normal size, a twisted colon, hypertension, pleuresy, an enlarged heart, cancer, diabetes, Parkinson's disease and a number of other ailments.





20 Years after his death a bizarre rumour began to circulate that Elvis was still alive. The rumour originated from a book written by Gail Giorgio and called 'The Most Incredible Elvis Presley Story Ever Told'. In his book, Giorgio claimed that Elvis was, in fact, alive and working in a fast food restaurant in Michigan. The tabloids soon got hold of the story and it was even claimed that Elvis was playing at centre forward for Oldham Athletic football club!


Sid Meier's
RAILROAD
TYCOON
All
Change!
7822
NOW AVAILABLE FOR COMMODORE AMIGA AND ATARI ST.
Mike Adams



We'd all like to change the world from time to time.
But have you ever thought of actually starting again from two hundred years ago?
From the start of national transport, commerce and industrialisation. The tools you need to shape your nation.
And make yourself a millionaire in the process.
Every decision brings a change. Every change a decision. Total Control. Total Power. Total Addiction.
Become a Railroad Tycoon. Run a world your way.
You'll never want to leave it.

MICRO PROSE™
SIMULATION • SOFTWARE

SOFTWARE CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton. WV2 4AN.
Tel: 0902 25304. Fax : 0902 712751

VISA

CALL US ON : 24 HOUR CREDIT CARD HOTLINE 0902 25304

Access

AMIGA GAMES

688 Attack Sub....17.50
A 10 Tank Killer....24.99
A.M.O.S The Creator....34.99
A.P.B. **(New Price)**....7.99
Advanced Destroyer Sim....17.50
Advanced Fruit Machine....6.99
Afterburner....7.99
Ant Heads (Came from the Desert Add-on)...10.99
Arkanoid-Revenage of DOH....7.99
Atomic Robokid....17.50
Awesome **(New Price)**....17.50
Axels Magic Hammer **(New Price)**....7.99
B.A.T....21.50
Back To The Future 2 **(Secial Offer)**....9.99
Back To The Future 3 **(New)**....17.50
BackGammon....17.50
Bar Games....17.50
Barbarian 2 **(New price)**....7.99
Bards Tale 3....17.50
Battle Chess....17.50
Battle of Britain **(Their finest hour)**....21.50
Betrayal....21.50
Blasteroids....7.99
Blinkys Scary School....6.99
Blood Money....6.99
Blue Max....21.50
Boulderdash....4.99
Brat (New)....17.50
Bridge Player 2150....21.50
C. J'S Elephant Antics....6.99
California Games **(New Price)**....7.99
Captive....17.50
Car-Vup....17.50
Carrier Command **(Special Offer)**....9.99
Centrefold Squares....9.99
Champions of Krynn **(1 Meg)**....21.50
Chase HQ 2....17.50
Cess Champions 2175....21.50
Chess Master 2100....21.50
Chuck Rock **(New)**....17.50
Chuck Yeager A.F.T 2 **(New)**....17.50
Chuckie Egg 1 or 2....13.99
Cohort fighting For Rome **(New)**....21.50
Colonels Bequest / Conquest Of Camelot / Codename Iceman....27.99
Colorado **(New price)**....7.99
Continental Circus **(New Price)**....7.99
Corporation + Mission Disc....17.50
Crazy Cars **(New Price)**....7.99
Cricket Captain....17.50
Curse of Azure bonds **(1 meg only)**....21.50
Daily Double Horse Racing....9.99
Daley Thompsons Olympic Challenge....7.99
Defender Of The Crown **(New Price)**....9.99
Deluxe Strip Poker....9.99
Denaris **(New Price)**....7.99
Devpac 2....39.99
Disney Animation Studio....69.99
Donalds Alphabet Chase....17.50
Double Dragon....7.99
Dragons Lair 2....31.99
Driller **(New Price)**....7.99
Duck Tales....17.50
Dungeon Master....17.50
E.S.W.A.T....17.50
Elite....17.50
Elvira-Mistress of the dark **(1 Meg)**....21.50
Emlyn Hughes International Soccer....17.50
Emlyn Hughes Trivia Quiz **(New)**....17.50
European Super League **(New)**....17.50
F16 Combat Pilot....17.50
F19 Stealth Fighter....21.50
F29 Retaliator....17.50
Famous Five....17.50
Fantasy World Dizzy....6.99
Fast Food....6.99
Final Whistle....8.99
Fire Bridage **(1 Meg Amiga)**....21.50
Football Director 2....13.99
Football Manager....4.99
Football Manager 2 + Expansion Kit....9.99
Galaxy Force **(Special Offer)**....3.99
Galdragons Domain **(New Price)**....6.99
Gary Linekers Hotshots....7.99
Gauntlet 2....7.99
Gemini Wing....7.99
Gettysbrug....21.50
Ghengis Khan **(1 Meg) (New)**....27.99
Go....17.50
Gods **(New)**....17.50
Golden Axe....17.50
Goofys Railway Express....17.50
Grand National....13.99
Gremlins 2....17.50
Hard Driven **(New Price)**....7.99
Harpoon **(1 Meg)**....21.50
Hill Street Blues....17.50
Hitch Hikers guide to the galaxy....9.99
Hong Kong Phooey....6.99
Horse Racing **(Sepcial Offer)**....12.99
Hostages....7.99
Hydra **(New)**....17.50
Indianapolis 500....17.50
International Karate +....7.99
It came from the desert **(1 meg)**....21.50
Jack Nicholaus Int. Courses-Add on....8.99
Jack Nicholaus Ext. Courses Vol 1....8.99
Jack Nicholaus Champ Courses 1990....8.99
Jack Nicholaus Unlimited Courses **(1 meg)**.21.50
Jack Nicholaus Vol 4 Courses....8.99
James Pond....17.50
James Pond **(1 meg)**....17.50
Jaws **(New Price)**....7.99
Jet **(Special Offer)**....16.99
Jockey Wilsons Darts....6.99
Kenny Dalglish Soccer Manager....7.99
Kick Off **(Special Offer)**....5.99
Kick Off 2....13.99
Kick Off 2 **(1 Meg)**....17.50
Kick Off 2 The Final Whistle....8.99
Kick Off + Extra Time **(New Price)**....7.99
Killing Cloud **(New)**....17.50
Kind words 2 **(Word processor)**....34.99
Kult **(New Price)**....7.99
Leather Goddesses....9.99
Leisure Suit Larry 3....31.99
Leisure Suit Larry Triple Pack....49.99
Lemmings....17.50
Little Puff....6.99
Loopz....17.50
Lord Of The Rising Sun **(Special Offer)**....12.99
Lotus Espirit Turbo Challenge....17.50
M1 Tank Platoon....21.50
Man United....17.50
Manhunter In San Francisco....24.99
Master Blazer....17.50
Mega Traveller 1 **(New)**....21.50
Mercenary Compenium....9.99
Miami Chase **(New)**....7.99
Midwinter....21.50
Mighty BombJack....17.50
Moonshine Racers **(New)**....17.50
moonwalker....7.99
Monty Python....13.99
Mr Do Run Run....10.99
M.U.D.S....17.50
Multi Player Soccer Manager....17.50
Mig 29....24.99
N.A.R.C....17.50
Nam....21.50
Night Shift....17.50
Ninja Remix....17.50
North and South **(New Price)**....7.99
Nuclear War....17.50
Obitus....24.99
Operation Stealth....17.50
Operation Thunderbolt....17.50
Operation Wolf....7.99
Oriental Games **(Special Offer)**....9.99
Outrun....7.99
P.G.A Tour Golf....17.50
Panza Kick Boxing....17.50
Platoon **(New Price)**....7.99
Player Manager....13.99
Police Quest 2....24.99
Pool of radiance **(1 Meg only)**....21.50
Populous / Sim City....21.50
Populous New Worlds....9.99
Ports Of Call....17.50
Powermonger....21.50
Prince Of Persia....17.50
Pro Tennis tour 2....17.50
Pub Trivia....4.99
Quest For Glory 2 **(New)**....31.99
Question O fSport....9.99
R-Type....7.99
R.V.F Honda **(Special Offer)**....9.99
Rainbow Islands....17.50
Renaissance **(Special Offer)**....6.99
Rick Dangerous 2....17.50
Rock Star Ate My Hamster....6.99
Robocop 2....17.50
Rocket Ranger....9.99
Rorkes Drift....17.50
Shadow of The Beast 2....24.99
Shadow Warrior....17.50
Sherman M4 **(New Price)**....7.99
Silent Service **(Special Offer)**....9.99
Silkworm....7.99
Sim City / Populous....21.50
Sim City Editor....6.99
Skull and Crossbones **(New)**....17.50
Space Quest 3....24.99
Speedball....9.99
Speedball 2....17.50
Spindizzy Worlds....17.50
Spy Who Loved Me....13.99
Starglider 2 **(Special Offer)**....6.99
Strom across Europe....21.50
Strike Force Harrier....9.99
Summer Olympiad....4.99
Super Cars 2....17.50
Super Monaco Grand Prix....17.50
Super Off Road Racer....17.50
Supremacy....21.50
Switchblade **(New Price)**....7.99
Swiv....17.50
TV Sports Basketball....21.50
Team Suzuki....17.50
Team Yankee....21.50
Tee Off....6.99
Teenage Mutant Hero Turtles....17.50
Thunderblade....7.99
Toobin **(New Price)**....7.99
Torvak The Warrior....17.50
Total Recall....17.50
Tower Fra....17.50
Toyota Celica GT Rally....17.50
Tracksuit Manager '91....7.99
Treble Champions **(New Price)**....6.99
Trivial Pursuit....13.99
Turf Form / System 8 (Racing & Pools)....9.99
Turrican....13.99
Turrican 2....17.50
Typhoon Of Steel **(1 Meg)**....21.50
U.M.S 2 **(1 Meg)**....21.50
Ultima 5....21.50
Ultimate Golf-Greg Norman....17.50
Viz....17.50
Wacky Darts....6.99
War Construction Kit **(1 Meg)**....21.50
Warhead **(Special Offer)**....6.99
Wings **(1 meg only)**....21.50
Wings **(1/2 Meg only)**....17.50
Wishbringer....9.99
Wizball....7.99
Wolfpack **(1 Meg)**....21.50
Wonderland **(New)**....21.50
World Championship Soccer....17.50
World Class Leaderboard....7.99
Xenon....7.99
Yogi And The Greed Monster....6.99
X-Out **(Special Offer)**....6.99
Z-Out....13.99
Zirlax **(New)**....17.50
Zork 1 or 2....9.99

AMIGA COMPILATIONS

BIG BOX
Teenage Queen, Captain Blood, Bubble +, Hostages, Tin Tin On The Moon, Safari Guns, Purple Saturn Day, Krypton Egg, Jumping Jackson & Stir Crazy.
£21.50

THE WINNING TEAM
A.P.B., Klax, Vindicators, Cyberball & Escape-Planet Of The Robot Monsters
£21.50

HIT MACHINE
Supercars, Skidz, Switchblade & Axels Magic Hammer.
£17.50

SOCCER MANIA
Football Manager 2, Microprose Soccer, football Manager World Cup Edition & Gazza's Super Soccer.
£17.50

POWER PACK
XENON 2, TV SPORTS FOOTBALL, BLOODWYCH & LOMBARD R.A.C RALLY
£17.50

WHEELS OF FIRE
Hard Driven, Chase HQ, Turbo Outrun & Powerdrift
£21.50

FIST OF FURY
Double Dragon 2, Shinobi, Ninja Warriors & Dynamite Dux
£21.50

SPORTING WINNERS
Daily Double Horse Racing, Steve Davis Snooker & Brian Cloughs Football Fortunes
£17.50

SEGA MASTER MIX
Superwonderboy, Dynamite Dux, Crackdown, Turbo Outrun & Enduro Racer
£21.50

COIN OP HITS 2
Dynasty Wars, Ninja Spirit, Vigilante, Hammerfist & Ghouls And Ghosts
£21.50

FULL BLAST
Ferrari Formula one, Carrier Command, Rick Dangerous, P-47 Thunderbolt, Highway Patrol & Chicago 90
£21.50

CHALLENGERS
Fighter bomber, Superski, Kick Off, Pro Tennis Tour & Stunt Car Racer.
£21.50

HOLLYWOOD COLLECTIION
Robocop, Batman the Movie, Ghostbusters 2 & Indiana Jones the Last Crusade
£21.50

PLATINUM
Strider, Black Tiger, Forgotten Worlds & Ghouls And Ghosts
£21.50

POWER UP
Rainbow Islands, Turrican, Chase H.Q., X-Out & Altered Beast.
£21.50

CLASSIC 4 (RENAISSANCE)
Invaders, Asteroids, Galaxoin & Centipede
£6.99

SPORTING GOLD
California Games, The Games Winter & Summer Editions
£21.50

THRILLTIME PLATINUM VOL 2
Buggy Boy, Bombjack, Space Harrier, Live & Let Die, Thundercats, Beyond The Ice Palace & Battleships.
£17.50

3.5" DOUBLE SIDED, DOUBLE DENSITY WITH LABELS :-

1	0.59
10	5.50
25	12.50
3.5 40 PIECE DISC BOX	6.99
3.5 80 PIECE DISC BOX	7.99
3.5 120 PIECE DISC BOX	9.99
MIDI CONNECTOR + 2 MIDI CABLES	14.99
MOUSE MATS	2.99
ST & AG EXTENSION LEADS	5.99
AMIGA 1/2 MEG EXPANSION	29.99
AMIGA 1/2 MEG EXPANSION + CLOCK	39.99

HINT BOOKS

Bards Tale 1 or 2 or 3	5.00
Buck Rogers	7.99
Champions of Krynn	7.99
Colonels Bequest	8.99
Conquest of Camelot	8.99
Curse of Azure Bonds	7.99
Death Knights Of Krynn	7.99
Dragons of Flame	4.00
Heroes of the Lance	4.00
Heroes Quest	8.99
Hillstar	7.99
Indiana Jones the Adventure	4.99
Kings Quest 1 or 2 or 3 or 4 or 5	8.99
Leisuresuit larry 1 or 2 or 3	8.99
Manhunter in San Francisco	8.99
Might and Magic 2	5.99
Police Quest 2	8.99
Pool of Radiance	7.99
Quest For Glory 2	7.99
Secret of the Silver Blades	7.99
Space Quest 1 or 2 or 3	8.99
Starflight 1 or 2	5.00
Wasteland	5.00
Quest For Clues Hint Book	14.99

HINTS AND TIPS FOR 40 TITLES INCLUDING :- CODENAME ICEMAN, FUTURE WARS, HOUND OF SHADOW, INDIANA JONES, LEISURESUIT LARRY 3, LOOM, MANHUNTER IN SAN FRANCISCO, POLICE QUEST 2, POLICE QUEST 3, SPACE QUEST 3, BATTLE TECH, CHAMPIONS OF KRYNN ETC.ETC.ETC.

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: SOFTWARE CITY, Unit 4, The BDC, 21 Temple Street, Wolverhampton. WV2 4AN.

ORDER FORM

NAME.....
ADDRESS.....
.....
POSTCODE.....TEL NO : .....

Name of Game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES : Please add 50p for post & packing on all orders under £5. EEC countries add £1 per item. Non EEC countries add £2
PAYING BY CHEQUE - Cheques payable to Software City.
Card Type.....Expiry Date.....
Card No: .....
Signature :.....
Date :.....

EUROPEAN ORDERS
MASTER CARDS
EUROCARD ACCEPTED

CU 06/91





Fighting for peace or glory? Plan your battle strategies well and become a victorious general.



COHORT

Worshippers of Ben Hur and Spartacus will want to don their togas and play at being dictators of the ancient world. *Cohort – Fighting For Rome*, comes from Impressions, and is the follow up to *Rorke's Drift*, repeating the formula of a 'miniature-style' computer war game.

The Roman Army was one of the most famed and feared military organisations. Even today, war strategies used by the Caesars are still studied. *Cohort* carries on that tradition by fighting for the vain glory of Rome. Maintaining the Pax Romana, or Roman Peace, will be a very challenging experience, for during that period, the Romans were almost continuously at war!

And so, once more unto the breach, dear friends, and into battle. The impressive sounds of armed combat include the clanking of swords and the cries of the dying. Choose your army with care from a selection of infantry, archers and cavalry. Don't look for Michaelangelo to have designed the graphics. The soldiers are cartoon-style, cuddly characters and representations of the background are fairly basic.

Clicking on the map icon will bring up the strategic map. Use it to scheme away at cunning tactics. The Unit Command Panel facilitates such orders as moving troops at a march, run, or most exciting of all – charge!

Even in the best of battles, disarray and confusion can occur in the ranks. The troop formation command will regroup troops to recommence a skirmish. Communicating with the forces is important and unless you have ESP, the Unit Command panel will keep you informed of attack and defence strength, missile power and morale. Keeping chins held high is not just cosmetic; the lower morale is, the more likely that the hard men of Rome will pick up their skirts and flee!

Statistics are always important to a general. Clicking on the red cross icon will bring up the statistics screen which enumerates the routed and dead for each of the armies. Don't waste time playing Florence Nightingale, but count your losses and plan a quick attack. Be daring!

Cohort is a good place for newcomers to lock horns with war strategy games. It is fairly easy to pick up and become involved in detailed attacks to outwit the opposition. That said, *Cohort* is not in the same league as other recent Roman war games such as EA's *Centurion*. The appeal of *Cohort* lies in it being basic and accessible. Perhaps of greater importance, the history pamphlet will enable you to amaze (or bore) your friends with the horrors of the Pyrrhic wars.

Fiona Keating

IMPRESSIONS £29.99

"For master tacticians both ancient and modern"

GRAPHICS	68%
SOUND	70%
LASTABILITY	72%
PLAYABILITY	71%

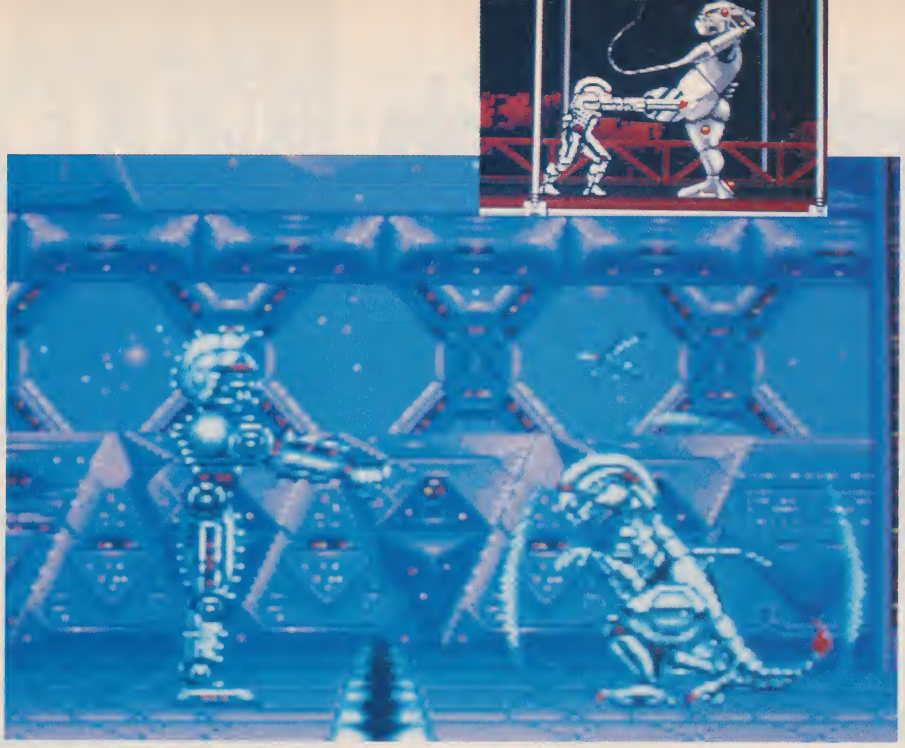
OVERALL 70%

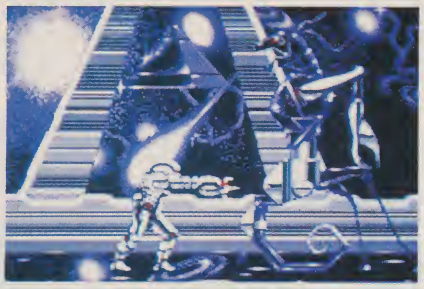
LOONY EMPERORS I HAVE KNOWN



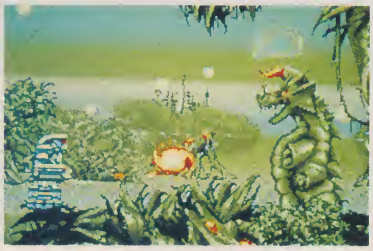
The emperor Gaius, better known as Caligula, must rate, even by Roman standards, as one of the more bizarre rulers. As a child, he dressed up as a miniature Roman general, and was given the nickname of Caligula, which means 'little boots', by Roman troops. Unfortunately, their affection did not last, as he was assassinated by a member of his elite bodyguard, the Praetorians.

Caligula believed himself to be a god and therefore did not wage war with mere mortals. He picked a quarrel with Neptune, the sea god, and carried out a famous sea battle with the maritime deity. The emperor at length judged that he had won and triumphantly brought back the spoils of war to Rome. They included sea shells, fish, and gravel from the bottom of the sea...





Crash! Bang! Wallop! Palace come crashing in with a highly original arcade puzzler.



METAL MUTANT

No, this isn't a game about R2D2 wandering too close to Chernobyl. Instead it involves one super-robot liberating the human race from their despotic robotic masters.

Set in the far future, the human race has spread out and colonised most of the galaxy. With advances in robotics and plenty of new-found wealth mankind has become ultra-decadent, spending most of its time stoned at wild orgies. In protest at their serf-like lifestyle the robots stage a rebellion and wipe out most of Earth's carbon-based descendants. Foreseeing the uprising, a group of seriously unhip scientists created a multi-faceted war droid, armed to the teeth, to crush the robot revolt.

Enter the Metal Mutant, the robot equivalent of the Swiss Army knife. First he's a cyborg armed with a rather savage blade, then a quick jab on the joystick transforms him into Dino, a Tyrannosaurus Rex lookalike armed with twin flame throwers and a nasty bite. Finally he can turn into a battle robot which is both well protected and equipped with awesome firepower.

Each shape has advantages and drawbacks. The cyborg is the only robot who can jump, but has limited firepower. Dino isn't very well armoured, but he's useful for attacking the smaller creatures in the game. The battle robot steers like a brick, but is the only character capable of destroying some of the larger bad guys.

The game itself is a shoot 'em up cum arcade adventure with loads of puzzles. Some screens require a certain number of robots or animals to be destroyed, which isn't easy as a certain number of creatures are immune to particular weapons. Other screens tax your joystick skills with difficult jumps and dangerous obstacles. The real problems are caused by puzzles. There's a musical one where the computer plays a sequence of notes which then have to be reproduced exactly or he'll receive a nasty electric shock. There's also a clone of the Mutant which is equally well-armed and difficult to destroy.

Extra weapons and abilities are littered throughout the game (usually just before they're needed) which the Mutant can collect to become even tougher. All the robot's features can be accessed through the joystick. At times this can become a little confusing, but that's a minor niggle.

Some of the back and foreground graphics are very elaborate although sometimes they're a bit too detailed, making some screens look very cluttered. The graphics for the bad guys are generally very good, though I get the impression that a bit more could have been done with them such as better death sequences and more animation frames.

Metal Mutant is a very absorbing game, but it lacks a few touches which would have made it excellent. By adding more armaments to the bad guys and the occassional sit-back-and-watch sequence, the overall feel of the game would be vastly improved.

Mark Patterson

PALACE £25.99

"Watch the sparks fly in this metal-bashing romp"

GRAPHICS	81%
SOUND	80%
LASTABILITY	79%
PLAYABILITY	77%
OVERALL	**77%**

Legend Software

16 Linden Gardens, Chiswick, London W4 2EQ
Fax: 081-995 1325
Telephone: enquiry lines 081-747 4757/081-742 1831

TOP TITLES

TITLE	ST	AMIGA
Das Boot	–	21.99
Eye of the Beholder	–	18.99
Elf	–	14.99
Elvira/Mistress of the Dark	–	21.99
Mega Traveller I	–	19.99
Scull and Cross Bones	–	15.99
Half Meg Upgrade	N/A	29.99
3D Construction Kit	25.99	25.99
1 Meg Cricket	N/A	16.99
4D Sports Boxing	16.99	16.99
688 Sub Attack	16.99	16.99
Agony	18.99	18.99
A10 Tank Killer	21.99	18.99
Alcatraz	15.99	15.99
Action Station	N/A	18.99
Bandit King of Ancient China	21.99	21.99
Alpha Waves	15.99	15.99
Armourgeddon	15.99	15.99
Advanced Destroyer Sim (A.D.S.)	18.99	18.99
Addidas Golden Shoe	15.99	15.99
Atomic Robo Kid	15.99	15.99
A.W.S.O.M.E.	18.99	18.99
Amazing Spiderman	15.99	15.99
ATF II	15.99	15.99
Blue Max	18.99	18.99
Battle Command	14.99	14.99
Billy the Kid	14.99	14.99
Brat	15.99	15.99
Battle Master	18.99	18.99
Barbarian II (Psyghosis)	16.99	16.99
Back to the Golden Age	16.99	16.99
B.A.T.	22.99	22.99
Battle Hawk 1942	16.99	16.99
Battle Chess	16.99	16.99
Battle Chess II	16.99	16.99
Back to the Future III	15.99	15.99
Blade Warrior	16.99	16.99
Bomber Bob	16.99	16.99
Brain Blaster	16.99	16.99
Betrayal	18.99	18.99
Buck Rogers	18.99	18.99
Chips Challenge	16.99	16.99
Cabal	N/A	14.99
Cyberon III	16.99	16.99
Colditz	18.99	18.99
Chase HQ	14.99	14.99
Chaos Strike Back	16.99	16.99
Chuck Rock	15.99	15.99
Chase HQ II	14.99	14.99
Captive	15.99	15.99
Carve Up	14.99	14.99
Cruise for the Corpse	16.99	16.99
Crime Wave	16.99	16.99
Cadaver	16.99	16.99
Celica GT4 Rally	15.99	15.99
Chuck Yeagers ATF	15.99	15.99
Centurion	16.99	16.99
Carthage	16.99	16.99
Corporation	9.99	9.99
Dragon Lair II (Timewarp)	26.99	26.99
Dragon Wars	16.99	16.99
Dynamite Debugger	15.99	15.99
Dragon Lair	26.99	26.99
Dragon Ninja	13.99	13.99
Days of Thunder	15.99	15.99
Dick Tracey	15.99	15.99
Epic	14.99	14.99
ESWAT	16.99	16.99
Euro Superleague	13.99	13.99
F16 Combat Pilot	16.99	16.99
F19 Retaliator	14.99	14.99
F19 Stealth Fighter	19.99	19.99
Final Conflict	16.99	16.99
Final Whistle	8.99	8.99
Feudal Lords	16.99	16.99
F117A	21.99	21.99
Fore Play	15.99	15.99
Flight of the Intruder	18.99	18.99
F15 Strike Eagle I	18.99	18.99
Future Baseball	16.99	16.99
Gunship 2000	21.99	21.99
Genghis Khan	21.99	21.99
Gettysburg	18.99	18.99
Gauntlet III	16.99	16.99
Gods	15.99	15.99
Golden Axe	15.99	15.99
Golden of the Aztecs	15.99	15.99
Gun Boat	16.99	16.99
Harpoon (1 Neg)	19.99	19.99
Hill Street Blues	18.99	18.99
Hard Drivin II	14.99	14.99
Hawk	19.99	19.99
Heros Quest (1 Meg)	21.99	21.99
Imperium	16.99	16.99
Immortals	15.99	15.99
Iron Lord	15.99	15.99
International Ice Hockey	16.99	16.99
Indianapolis 500	16.99	16.99
Ishido	18.99	18.99
Ivanhoe	14.99	14.99
James Pond	14.99	14.99
Jupiters Masterdrive	15.99	15.99
Killing Cloud	15.99	15.99
Kick Off II (1 Meg)	15.99	15.99
Kick Off II (Half 1 Meg)	12.99	12.99
Lemmings	15.99	15.99

TOP TITLES

TITLE	ST	AMIGA
Lost Patrol	14.99	14.99
Line of Fire	16.99	16.99
Loom	18.99	18.99
Last Ninja III	15.99	15.99
Leisure Suit Larry 3	21.99	21.99
Lotus Esprit	15.99	15.99
M1 Tank Platoon	19.99	19.99
Magnetic Scroll	18.99	18.99
Metal Master	15.99	15.99
Mad Professor Moriarti	15.99	15.99
Midnight Resistance	14.99	14.99
Midwinter	19.99	19.99
Midwinter II	19.99	19.99
Moonshine Racers	15.99	15.99
Myth	15.99	15.99
Mystical	15.99	15.99
Mig 29 (Fulcrum)	21.99	21.99
Monkey Island	16.99	16.99
M.U.D.S.	15.99	15.99
Murder	16.99	16.99
Nam 1965-1975	18.99	18.99
Narc	14.99	14.99
Nightshift	16.99	16.99
Nightbreed (Arcade)	14.99	14.99
Navey Seals	14.99	14.99
Nightbreed (Adventure)	14.99	14.99
Neverending Story II	16.99	16.99
Ninja Remix	14.99	14.99
Nitro	15.99	15.99
Obitus	21.99	21.99
Operation Stealth	16.99	16.99
Operation Thunderbolt	14.99	14.99
Pang	14.99	14.99
Predator II	15.99	15.99
PGA Golf Tour	16.99	16.99
Plotting	14.99	14.99
Panza Kick Boxing	16.99	16.99
Puznic	14.99	14.99
Paradroid 90	16.99	16.99
Populas + Sim City	21.99	21.99
Powerhouse	18.99	18.99
Prince of Persia	15.99	15.99
Rainbow Islands	14.99	14.99
Renegade (Coin Op – Hits)	14.99	14.99
R-Type II	16.99	16.99
Rick Dangerous II	16.99	16.99
Robocop	13.99	13.99
Robocop II	14.99	14.99
Rogue Trooper	14.99	14.99
Savage Empire	19.99	19.99
Star Trek V	16.99	16.99
Shadow Warrior	14.99	14.99
Sim Earth	16.99	16.99
Star Control	16.99	16.99
Super Cars II	15.99	15.99
Shadow of the Beast II	15.99	15.99
Shadow Dancer	16.99	16.99
Sly Spy	14.99	14.99
Ski or Die	16.99	16.99
Space Age	26.99	26.99
Speedball II	15.99	15.99
Snow Joke	15.99	15.99
Spider II	15.99	15.99
Super of Road Racing	15.99	15.99
Super Monaco	16.99	16.99
Switch Blade II	15.99	15.99
Spindizzy Worlds	16.99	16.99
Supremacy	19.99	19.99
SWIV	15.99	15.99
Team Suzuki	15.99	15.99
Team Yankee	19.99	19.99
Teenage Mutant Heroes	16.99	16.99
The Punisher	16.99	16.99
Railroad Tycoon	16.99	16.99
Test Drive III	15.99	15.99
Their Finest Hour	19.99	19.99
Torvak the Warrior	15.99	15.99
Toki	14.99	14.99
Total Recall	14.99	14.99
Tournament Golf	16.99	16.99
Turrican	14.99	14.99
Turrican II	15.99	15.99
Ultimate V	18.99	18.99
Ultimate Ride	16.99	16.99
UNS II	18.99	18.99
UN Squadron	15.99	15.99
USS John Young	16.99	16.99
Vaxine	15.99	15.99
Vendetta	16.99	16.99
Viz	15.99	15.99
Voodoo Nightmare	15.99	15.99
Wings (Half Meg)	18.99	18.99
Wings (1 Meg)	18.99	18.99
White Death (1 Meg)	18.99	18.99
Warlock the Avenger	14.99	14.99
Wonderland	18.99	18.99
Wolfpack	18.99	18.99
Wrath of the Demos	18.99	18.99
Xiphos	16.99	16.99
Z Out	16.99	16.99
Ziltrax	16.99	16.99

COMPILATIONS

HOLLYWOOD COLLECTION
RoboCop, Ghostbusters 2, Indiana Jones, Batman The Movie
ALL FOUR GAMES FOR ONLY £17.99

EDITION ONE
Double Dragon, Xenon, Gemini Wing and Silkworm
ALL FOUR GAMES FOR ONLY £15.99

POWER PACK
Xenon 2, TV Sports Football, Bloodwych and Lombard Rally
ALL FOUR GAMES FOR ONLY £14.99

SOCCER MANIA
Football Manager 2, Gazza's Soccer, Microprose Soccer and Football Manager 2 World Cup Edition
ALL FOUR GAMES FOR ONLY £16.99

TNT
Hard Drivin, APB, Xybots, Toobin and Dragon Spirit
ALL FIVE GAMES FOR ONLY £15.99

FULL BLAST
Chicago 90, Rick Dangerous, Highway Patrol 2, P47, Carrier Command and Ferrari Formula One
ALL SIX GAMES FOR ONLY 17.99

LIGHT FORCE
Bio Challenge IK+, Voyager and R Type
ALL FOUR GAMES FOR ONLY £14.99

CHALLENGERS
Kick Off, Super Ski, Fighter Bomber, Great Courts and Stuntcar Racer
ALL FIVE GAMES FOR ONLY £17.99

FUN BOX
Kult Purple, Saturn Days, Hostages and Op Neptune
ALL FOUR GAMES FOR ONLY £8.99

FLIGHT COMMAND
Eliminator, Strike Force Harrier, Lancaster, Sky Fox and Sky Chase
ALL FIVE GAMES FOR ONLY £12.99

MASTER MIX
Super Wonderbox, Turbo Outrun, Dynamite Sux, Thunderblade and Crackdown
ALL FIVE GAMES FOR ONLY £16.99

COMPUTER HITS VOL 2
Tetris, Joe Blade Golden Path and Black Shadow
ALL FOUR GAMES FOR ONLY £6.99

PLATINUM
Black Tiger Strieder, Forgotton Worlds and Ghouls and Ghost
ALL FOUR GAMES FOR ONLY £16.99

MIND GAMES
Austerlitz, Waterloo and Conflict in Europe
ALL THREE GAMES FOR ONLY £14.99

HEROES
Barbarian 2, Running Man, Star Wars andd Licence to Kill
ALL FOUR GAMES FOR ONLY £16.99

BIG BOX
Captain Blood, Safari Guns, Teenage Queen, Bubble Plus, Tin Tin on the Moon, Purple Saturn Day, Krypton Egg, Jumping Jackson, Bo Bo, Hostages
ALL TEN GAMES FOR ONLY £16.99

MAGNUM 4
Afterburner, Double Dragon, Operation Wolf and Batman Caper
ALL FOUR GAMES FOR ONLY £17.99

FIST OF FURY
Dynamite Dux, Shinobi, Ninja Warriors, Double Dragon II
ALL FOUR GAMES FOR ONLY £16.99

WHEELS OF FIRE
Hard Drivin', Chase HQ, Powerdrift and Turbo Outrun
ALL FOUR GAMES FOR ONLY £15.99

POWER UP
Altered Beast, Rainbow Island, X Out, Chase HQ, Turrican
ALL FIVE GAMES FOR ONLY £17.99

PRECIOUS METAL
Xenon, Captain Blood, Crazy Cars and Arkanoid
ALL FOUR GAMES FOR ONLY £14.99

FIVE OF THE BEST
Escape from the Planet of Robot Monsters, A.P.B., Klax Indicators, Cyberball
£15.99

BUDGET TITLES UNDER £10.00

	ST	AMIGA
Licence To Kill	6.99	6.99
Hard Drive-IN	6.99	6.99
Turrican	7.99	7.99
Dall	8.99	8.99
I.K. Plus	6.99	6.99
North And South	6.99	6.99
3D Pool	8.99	8.99
Tiger Road	6.99	6.99
Ballistix	8.99	8.99
Blood Money	8.99	8.99
Infestation	8.99	8.99
Trivial Pursuit	N/A	8.99
Photon Paint	N/A	8.99
Super Hang On	6.99	6.99
Afterburner	6.99	6.99
R-Type	6.99	6.99
Batman Caped Crusader	6.99	6.99
Last Ninja II	6.99	6.99
Thunderbird	6.99	6.99
Blasteroid	6.99	6.99
Vigilante	6.99	6.99
Road Blaster	6.99	6.99
WC Leaderbuard	6.99	6.99
Gauntlet	6.99	6.99
Barbarian II	6.99	6.99
Axel Magic (Hammer)	6.99	6.99
Old Run	6.99	6.99
Silk Worm	6.99	6.99
Double Dragon	6.99	6.99
After Burner	6.99	6.99
Wizball	6.99	6.99

	ST	AMIGA
Arknoid II	6.99	6.99
Future Bike	6.99	6.99
Hong Kong Phoey	6.99	6.99
Michael Jackson Moonwalker	6.99	6.99
Def of the Earth	6.99	6.99
Centrefold Squares	6.99	6.99
Delux Strip Poker	6.99	6.99
Daily Double Horse Racing	6.99	6.99
Colossus Chess	7.99	7.99
Tank Attack	7.99	7.99
Shadow of the Beast	8.99	8.99
Hawkeye	N/A	7.99
Carrier Command	N/A	8.99
Crazy Cars	6.99	6.99
Continental Circus	6.99	6.99
Hitch Hikers Guide to Galaxy	8.99	8.99
Leather Goddess of Phobos	8.99	8.99
Zork 1	8.99	8.99
Cosmic Pirates	6.99	6.99
Rotor	6.99	6.99
Colorado	6.99	6.99
Xenon	8.99	8.99
Grid Runner	6.99	6.99
Gemini Wing	6.99	6.99
Operation Wolf	6.99	6.99
Defender of the Crown	8.99	8.99
Forgotten Worlds	6.99	6.99
Switch Blade	6.99	6.99
Speedball	8.99	8.99
Daley Thompson Olympic Chall.	6.99	6.99

0898-234228 24 HOUR CREDIT CARD LINE

Please make cheques and PO's payable to Legend Software

Computer _____

Title Price Title Price

_____

_____

_____

P&P FREE IN THE UK – EUROPE £1.00 – ELSEWHERE £1.50

Access ☐ Visa ☐

Date _____

Name _____

Address _____

_____

Postcode _____

Telephone _____

PUBLIC DOMAIN

Shown below is just a selection from over 500 PD titles, carefully chosen for their quality content...and all at Exceptional Prices. Phone for listings NOW! Everything from Demo's to full blown programmes...OUR sets are normally copied on BRANDED MEDIA.

BEGINNERS SET 1 *4 Disk Set*
VIRUS X 4.01, DISKMASTER V.3, QUICK COPY, CLI TUTORIAL **£3.96**

HAM RADIO DISK *1 Disk Set*
DATABASE & UTILITIES **£0.99**

GAMES SET 1 *5 Disk Set*
RISK, MONOPOLY, TETRIS, 2 x 10 FANTASTIC GAMES DISKS...23 GREAT GAMES! **£4.95**

GAMES SET 2 *5 Disk Set*
STAR TREK 1&2, COLOSSAL WORLD ADVENTURE, BATTLEFORCE, TENNIS, MORIA **£4.95**

GAMES SET 3 *5 Disk Set*
PD SHOOT 'EM UP, AMIGAMAN 10 GAME DISK, MINI-BLAST, SYS, CAR RACE, PIPELINE, PROPERTY MARKET **£4.95**

GAMES SET 4 *5 Disk Set*
DRIP, PARANOID, ESCAPE FROM JOVI, CHINA CHALLENGE, MOONBASE, BLIZZARD **£4.95**

GAMES SET 5 *5 Disk Set*
GOLDEN FLEECE, RETURN TO EARTH, HOLY GRAIL, CASTLE OF DOOM, ADVENTURE WRITER **£4.95**

GAMES SET 6 *5 Disk Set*
MASTERMIND, CLUEDO, MONOPOLY, CRIBBAGE, CONFLICT **£4.95**

GAMES SET 7 *5 Disk Set*
FLASCHBIER, AMOEBA INVADERS, MISSILE COMMAND, PACKMAN, SLOT CARS **£4.95**

EDUCATION 1 to 5 *5 Disk Set*
THE BEST SELLING AROUND **£4.95**

LEARN & PLAY 1&2 *2 Disk Set*
IDEAL FOR THE UNDER 7's **£1.98**

MUSIC SET 1 *5 Disk Set*
GAMES MUSIC CREATOR, SOUND-TRACKER (All Vers), OKTALIZER (8 Channels), NOISETRACKER V2 (Midi Compatible) M. E. D. **£4.95**

MUSIC SET 2 *5 Disk Set*
SONIX JUKEBOX No8, SONIX ROCK, SONIX PLAYER & TUNES, SONIX BEATLES, POPEYE LCD GAME AND MUSIC DISK **£4.95**

MUSIC SAMPLE FILES
(FOR ABOVE) **99p Ea.**

AMOS PD SET 1 *2 Disk Set*
MUSIC DISK, LISTINGS DISK **£1.98**

AMOS PD SET 2 *4 Disk Set*
4 DISKS OF SOUND SAMPLES TO BE USED WITH AMOS (Can also be used with Music Pack1) **£3.96**

AMOS PD SET 3 *4 Disk Set*
2 DISKS FULL OF FONTS*, 1 DISK FULL OF MUSIC FILES*, WORD SQUARE SOLVER (*To be used with AMOS*) **£3.96**

OLD FAVOURITES *5 Disk Set*
PUGGS IN SPACE, SPACE ACE, FLASH DIGI CONCERT, RED SECTOR MEGA DEMO 1 & 2 **£4.95**

LANGUAGE SET 1 *5 Disk Set*
NORTH C, SOZABON C, PASCAL COMPILER, C UTILITY DISK, VC + A68K ASSEMBLER **£4.95**

LANGUAGE SET 2 *5 Disk Set*
LOGO, LISP, PASCAL, MODULA 2, 'C' & MANUAL DISK, FORTH **£4.95**

PLEASE ADD 60p P&P ON ALL PD ORDERS

TRACK
COMPUTER SYSTEMS
'THE TRACK EXPERIENCE'



Try the 'Track Experience' TODAY and enjoy your purchase TOMORROW. Our superb back up will see to that!



'THE ENGINE DRIVER' Chris Harvey.

'THE LINE GANG' Phone...Martin Galloway, Ian Lane, or Allen Hughes.

A500 AMIGA SCREENGEMS

Std. Amiga A500 with some Great New Software...

BACK TO THE FUTURE II, BEAST II, DAYS OF THUNDER, NIGHTBREED, DELUXE PAINT II, PLUS AMAZING 20 GAME PACK!

Great Value Only... **£365**

1Mb AMIGA SCREENGEMS

(As above BUT 1Mb)

£395

Superb Value!

LOW 3.5" BLANK DISK SCOOP

10 off.....35p each
25 off.....34p each
50 off.....32p each
100 off.....30p each

100% Cert. Error Free, Pin Numbered, Complete with Labels, Sourced from Japan

Please remember to add £2.75 for Postage £7.50 for Next Day Courier

TRACK CLUB MEMBERSHIP

Join our Great Club and take advantage of some EXTRA SPECIAL OFFERS...Phone for details... **£10**

MEMBERS SPECIALS

FREE 5 Disk PD Set of your choice when you join

TDK Branded Disks—— 40p ea.
Superbase Pers 2—— £25
Superbase Pro +Superplan Transfer £125
£17.95

BBC TRANSFER

Transfer across all the files you need

All BBC Basic Programs, Word Processor Files, Database Files, Any ASCII Files. Even Transfer programs back to the BBC!

Transfer is easy to learn and Simple to use!

Uses the Amiga mouse, Icon Based, Front Screen Menu. Easy to use. Takes automatic control of the BBC, includes cables to both Amiga and BBC. Works with all machines with DFS.

£24

Exclusive Track Value!

Most of our PD Disks are copied onto BRANDED High Quality Media

DIGITISING & POSTSCRIPT SERVICE

Send us your Photos etc. We'll digitise them ready for use in all standard formats. Postscript printing service also available

Phone our Fast Order Line using your Access, Visa or Lombard Charge Cards or send us a Cheque/Postal Order with your order details.

Credit terms are available to customers over 18 (subject to status), just phone for written details & an application form. Requests for credit are required in advance and are available to UK Mainland residents only. APR 36.8% (Variable)

Postal delivery and VAT are included in all but PD & Disk prices, but Next Working Day courier service is available at an additional cost of £7.50/large item (UK Mainland Only)

All goods are despatched same day payment is confirmed, but note cheques need bank clearance before goods can be despatched.

Track Computers reserve the right to alter specific offers/change prices without prior notice. Goods advertised subject to availability.

E&OE

0332 41817

TRACK COMPUTER SYSTEMS
Department CUA/PCS
12 Sadler Gate
Derby DE1 3PD
Telephone: (0332) 41817
FAX No: (0332) 44001

VISA

VISIT OUR SHOP IN DERBY... Open Mon to Sat 9am to 6pm Thurs to 9.30pm

PUBLIC DOMAIN

Shown below is just a selection from over 500 PD titles, carefully chosen for their quality content...and all at Exceptional Prices. Phone for listings NOW! Everything from Demo's to full blown programmes...OUR sets are normally copied on BRANDED MEDIA.

UTILITIES SET 1 *5 Disk Set*
MESSY DOS, POWER PACKER, VIRUS KILLER, EUROPA DISK, ARP (Brilliant!) **£4.95**

UTILITIES SET 2 *5 Disk Set*
CHET SOLACE DISK, DISKMASTER, DARKSTAR 2,3 &4 **£4.95**

UTILITIES SET 3 *5 Disk Set*
PD SPECTACULA, SKUNKS 1, E-S-A, EXTRAVAGANZA, TETRA COPY (Play a game whilst copying disk), D-COPY, MEGA SOUND CRACKER **£4.95**

UTILITIES SET 4 *5 Disk Set*
DISK LABEL PRINTER V3.5, RASTAN, WHATEVER NEXT, OPTI 1, UP & RUNNING, **£4.95**

UTILITIES SET 5 *5 Disk Set*
DFC MULTI-TASKING COPIER, MY MENU, MS-DOS TO AMIGA, PRINTER DRIVER GENERATOR V 2.3, SYSCHECK, DISKMAPPER, **£4.95**

BUSINESS SET 1 *5 Disk Set*
BANK, SPREADSHEET, DATABASE, WORDWRIGHT + AMIGA SPELL + CLERK **£4.95**

BUSINESS SET 2 *5 Disk Set*
CLERK, RIM D/BASE, SPREADSHEET, MICRO-EMACS (Text Processor), A-SPELL & X-SPELLCHECKERS, CALC, MCAD, MAILMERGE **£4.95**

HARD DISK PACK *3 Disk Set*
SID V1.6, PASSWORD, EASY BACKUP, HARD DISK UTILITIES **£2.97**

GRAPHICS *5 Disk Set*
MANDLEBROT MOUNTAINS, MANDLE-BROT SHOW, GRAPHICS UTIL DISK, VIDEO APPLICATIONS 1 & 2. **£4.95**

FONTS/CLIPART 1 *5 Disk Set*
VARIOUS FONT 2, COUNTACH CLIP-ART 1,2 & 3, COSMOPOLITAN FONTS (For use: D Paint, Pagesetter) **£4.95**

FONTS/CLIPART 2 *5 Disk Set*
3 FONT DISKS, CLIPART DISK, IMAGE LAB V2.2 (For use with D Paint, Pagesetter) **£4.95**

ANIMATION SET 1 *5 Disk Set*
SOOT, SPACE CHASE (Great!), STEALTHLY 2, STAR TREK MANOEUVRES, THE RUN **£4.95**

ANIMATION SET 2 *5 Disk Set*
CRYPTOBURNERS, CRYPTO-BURNERS II, UNICYCLE, DREAM GOES BERSERK, ANARCHY **£4.95**

ANIMATION SET 3 *5 Disk Set*
JUGGLER, JUGGETTE, COOLFRIDGE, ANARCHY, HYPNOSIS **£4.95**

KIDDIES PACK *2 Disk Set*
TREE FROG ANIMATION, TRAIN SET GAME, BUSYBEE ANIMN **£1.98**

ASTRONOMY SET *2 Disk Set*
STAR CHART, AMIGAZER **£1.98**

PUZZLE SET *2 Disk Set*
WORD SEARCH, PUZZLE PRO **£1.98**

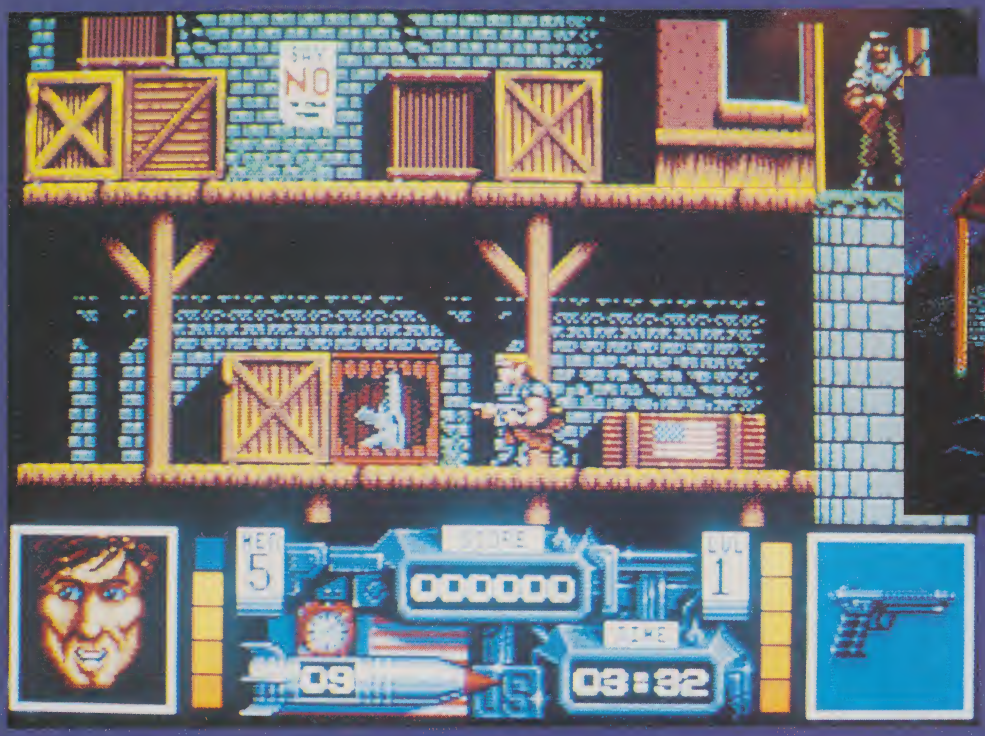
ARTISTS SET *5 Disk Set*
GRAPHIC UTILITIES DISK 2, CLIP-IT, DELUXE DRAW, SHOW PRINT II, A RENDER V3.0, DBW RAYTRACE, FILTER-PIX **£4.95**

ADULT SET 1 *5 Disk Set*
SHOWERING GIRLS, MORE LOVE, ELECTRIC BLUE, STAG, MAD SEX, ANIMATED XXX-18+ ONLY! **£4.95**

ADULT SET 2 *5 Disk Set*
BODEAN'S BEAUTIES Vol 1.1, MPP ITALIAN, UTOPIA 3 & 4, SLIDESHOW XXX-18+ ONLY! **£4.95**

AUDIO/VIDEO SET *3 Disk Set*
CATALOGUE (for video/audio cassettes/records), AMIBASE (Database) **£2.97**

PLEASE ADD 60p P&P ON ALL PD ORDERS



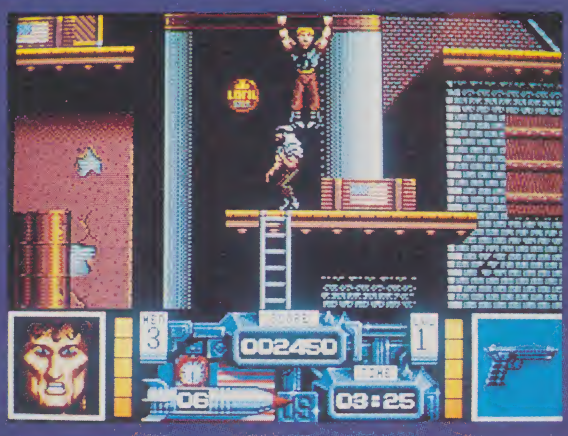


Starting in an apparently disused warehouse, the SEALs enter unannounced and stealthily pick their way through the armed guards. One shot is all it takes to end a SEAL's mission, so keeping quiet is a priority.

NAVY SEALS

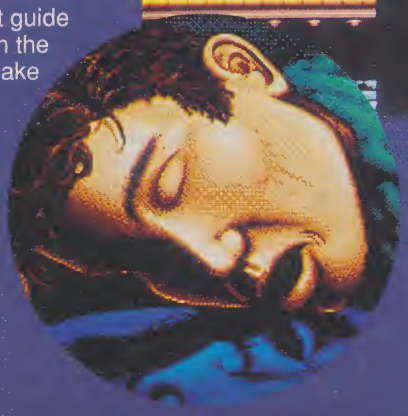
For the uninitiated among you, *Navy Seals* is the title of an all-action war film starring hunky, chunky ex-Brat-Packer, Charlie Sheen, and veteran of the Aliens battle on Acheron, Michael Biehn. Together with the likes of another of Aliens' Colonial Marines, Bill Paxton, they form part of a crack group of commandos, the Navy Seals (Seals, by the way, stands for Sea, Air, and Land. Quite what happened to the 'E' I don't know, but Navy Sals isn't half as butch) of the title who are basically an American version of our SBS. The film, and consequently the game, revolves around the antics of the crack troop as they are sent on a series of deadly missions, and the player is given control over a band of five members and must guide them safely through the eight stages that make up the game.

Although it is split into a series of smaller levels, *Navy Seals* is basically a game of two distinct missions. The first involves negotiating a hostile Arab-controlled base and rescuing a hostage from the centre of their HQ, whilst the second takes the unit to the terrorists' base in Beirut where the majority of the rebels must be annihilated. Needless to say, along the way, loads of towel-wearing stereotype baddies get offed, but unlike, say, *Commando* or *Dogs Of War*, in *Navy Seals* a certain amount of strategy is needed if you are to avoid the unwanted attention of the enemy. The levels span roughly forty screens, and your movements around them are monitored with the screen scrolling to follow your progress. Each of the Seals is controlled using the joystick, and can be made to run and crawl from left to right, and jump from platform to platform. In addition, the agile heroes can also swing under the platforms to avoid detection or avoid being hit. Similarly, each of the team is armed with a small hand-gun to pick off the sentries and guards, and this weapon can be upgraded by blasting a specific style of crate and stealing the gun inside.



By swinging up and into a lurking guard, you can kill them silently.





The flamethrower is by far the ultimate weapon, and although its use is limited by a small fuel supply, it can reduce two guards to ash at a time. Another benefit is that, compared to the machine guns, it is fairly quiet, and gives the squad the advantage of surprise.

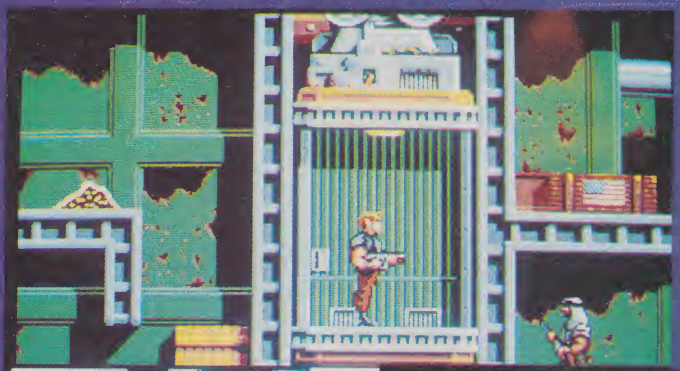
NAVY SEALS

These extra weapons are essentially faster-firing machine guns, but the most devastating by far is a napalm-squirting flame thrower which reduces anyone in its path to glowing ashes!

The neat thing about *Navy Seals* is that, as in the film and – I suppose – the real life escapades of the Seals, stealth does play an important part in the proceedings. It's no good running across a level, blasting all and sundry, as it takes just one bullet to prematurely end a Seal's mission. Instead, by mastering the simple controls, real skill is needed to leap and swing from the ledges and sneak up behind the guards, and this really raises the game above its many counterparts. In addition, another particularly nice touch is that once a guard has been shot, they stay down. This means that there are no miracle rebirths just as you are getting into the mission and, thus, no unnecessary loss of life. My only real grouse with the game is that the collision detection between the main Seal sprites and the enemy bullets is dubious to say the least. There can be a good centimetre between your sprite and the enemy fire, but the Seal will still be killed. This doesn't spoil an otherwise excellent game, but does make you slightly more wary than you possibly need to be. In all, though, *Navy Seals* is a playable film licence and a welcome addition to the platform and shoot 'em up genres.

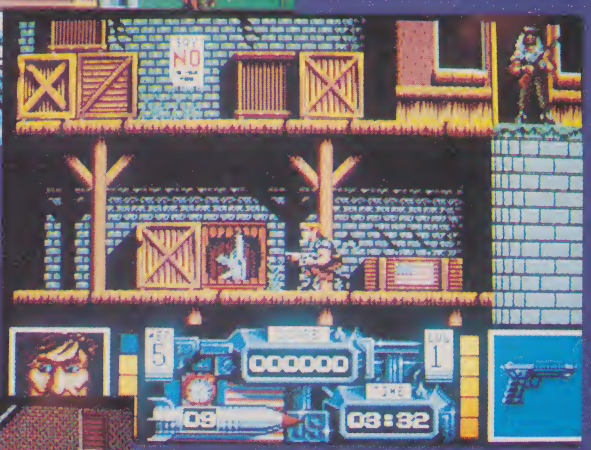
Steve Merrett







As the SEALs progress, the missions get harder, wih more bombs to set, a shorter time-limit and an enlarged unit of more vigilant guards. The key to success is memorising a route through each level, and using the assorted lifts and short-cuts to your advantage.





Although the SEALs are an agile bunch, falling too far reduces their energy substantially, and can often kill them.

ARMY MOVES

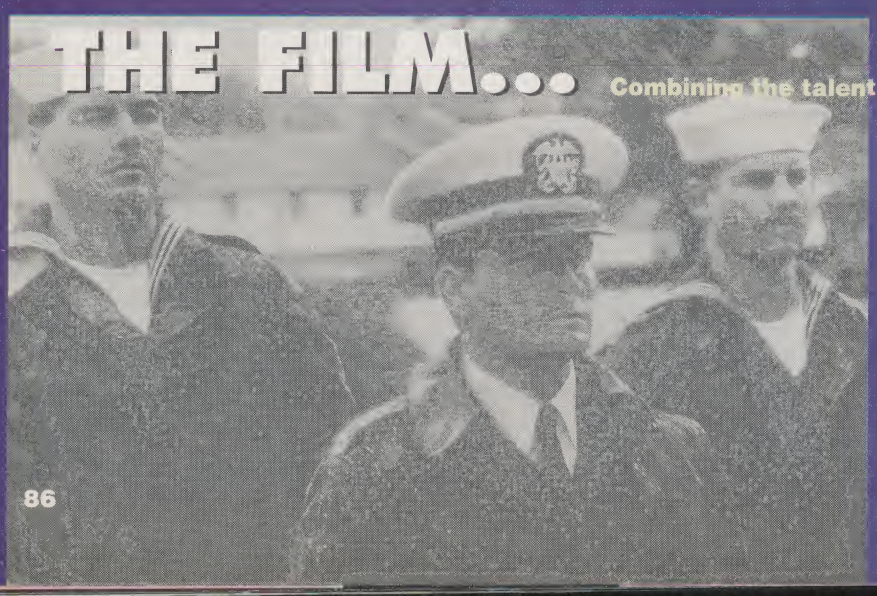
The main sprite is a versatile fellow and, like his movie counterpart, he performs lightening moves with ease. Providing there is a suitable ledge above him, the Seal can swing along it until he is below an adversary, and can then leap up and kill him instantly (presumably with a hidden knife). In addition, he can crawl and run and fire whatever weapon he is holding. These weapons range from a repeat-firing handgun to a larger, quieter rifle. By far the most visually impressive and deadly armament, though, is the flamethrower which incinerates up to two people per shot.

OCEAN £25.53

"One of the better film tie-ins of late..."

GRAPHICS	83%
SOUND	77%
LASTABILITY	80%
PLAYABILITY	85%
OVERALL	**84%**

THE FILM...



Combining the talents of ex-Young Gun, Charlie Sheen, and Aliens favourites Bill Paxton (who had been pencilled in for the lead role in Hardware but had to cancel due to Seal commitments) and Michael Biehn, Navy Seals is an all-action, guns'n'noise film, with the usual array of big bangs and one-liners. The film has yet to be released over here, but from the short trailers we have managed to see, it looks to be typical fare in the vein of Arnie's Commando and a good dollop of Aliens-esque camaraderie.

SOUND BLASTER



PLAY ALL YOUR GAMES WITH ARCADE QUALITY STEREO SOUND

The SOUNDBLASTER is a 5 watt per channel stereo amplifier that comes complete with high quality 50 watt 3 way speakers, power supply and leads and instructions to allow it to be quickly & easily connected to your computer.

The SOUNDBLASTER adds an extra dimension to your games, imagine super stereo sound effects, crystal clear samples and terrific tunes.

The SOUNDBLASTER makes your games come to life, increasing playability and giving greater lasting appeal.

FREE pair of stereo HEADPHONES with every SOUNDBLASTER!!!

Access VISA **ORDER YOURS NOW** Access VISA

FOR CREDIT CARD ORDERS, TELEPHONE: 061 724 7572. ACCESS/VISA.

PLEASE SEND ME A SOUNDBLASTER FOR MY ..... COMPUTER

I ENCLOSE A CHEQUE FOR £52.99 OR CREDIT MY ACCESS/BARCLAYCARD No. .....

NAME .....

ADDRESS .....

..... POSTCODE .....

SIREN SOFTWARE,
WILTON HOUSE, BURY ROAD, RADCLIFFE, MANCHESTER, M26 9UR

DAS BOOT



Submarine simulations might not appeal to Top Gun freaks, but for those of us who get off on the idea of wearing chunky polo neck sweaters, boots and sending thousands of tons of shipping to the bottom of the ocean, they're a must.

Das Boot attempts to offer an in-depth game along the lines of the hottest flight simulations like *Falcon and Stealth Fighter* and place them in the authentic World War II setting of a German U-Boat.

The manual looks daunting, but much of it is (well-researched) detail while the game is quite easy to get to grips with. Opting for Baltic Training may not be the equivalent of a cruise round the Agaean, but it's definitely a good idea – not only to accustom yourself to the ship, but also to get a taste of the action sequences which take place both on the surface and underwater. You'll find yourself negotiating minefields, fighting off air attacks, shelling enemy ships from the deck gun, and avoiding depth charges. Naturally, there's time for you to get your eye in with some torpedoeing.

When you're ready to go into action you get the chance to alter the detail of the simulation. If you opt for total realism then you'll find that nearly half your torpedoes fail to detonate, you have to limp off to base to effect any repairs of consequence and that your equipment is less than perfect. Unless you're a real trainspotter you'll bend the rules for the sake of enjoyment.

There are five missions to tackle, beginning with a patrol in the Norwegian fjords. As you build in confidence, you'll find yourself hunting destroyers in the Arctic, slipping through the Gibraltar straits in fog, savaging supply con-



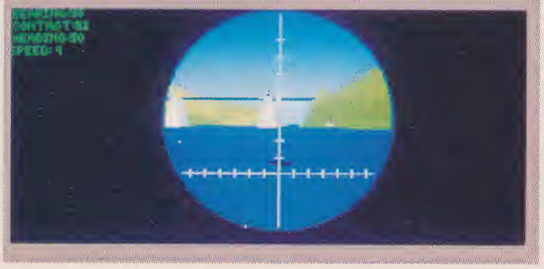
The German U-boat was a boat within a boat. It had a double hull made up of a strong inner and a thin outer shell.

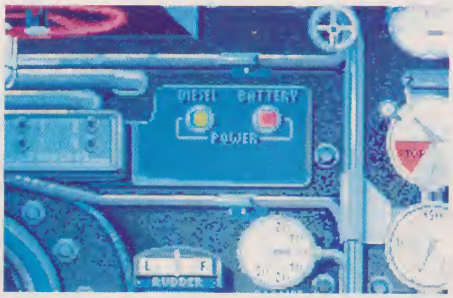


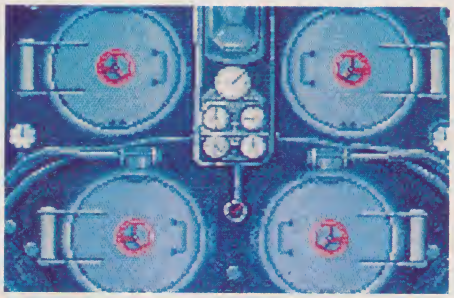
The U-boat was designed for a maximum diving depth, which ranged from between 50 and 250 metres, and if it exceeded this it was crushed like an egg shell.



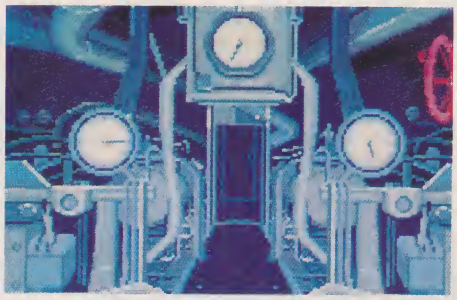
The natural U-boat weapon was the torpedo. The German torpedo weighed over 11 tons and carried an explosive charge of 300 kilos.







U-boat 570 was one of only a few German units that were captured during the course of the Second World War. The sub was badly crippled by depth charges and the crew surrendered. A year later the HMS Graph, formerly the U570, entered active service for the Allies.



DAS BOOT

In its original form Das Boot was an epic TV tale, adapted by Wolfgang Peterson in 1981 from a novel by Lother-Gunther Buchheim, that became the most costly German film ever. The story follows the perilous life of the crew of a U-boat patrolling the Atlantic during WWII. There's no glamorisation of what was a frightening and cruel job conducted in inhuman conditions. It was later shortened for cinema release to just over two hours, but really should be seen in six hours plus form in which you not only cease to view the crew as the enemy, but learn what claustrophobia really is. Brilliantly shot and thoroughly absorbing there's never been a better submarine movie.



voys in the North Atlantic, and chasing an enemy sub in the Bay Of Biscay.

The game is played from a number of different screens depending on whether you're on the surface or not. Up top you can stand in the conning tower and sweep around the horizon with the binoculars. Below there's the control room where the periscope is, and then the various other nexus points of the sub: torpedo room (where you can select the type you use from acoustic, magnetic or looping); the engine room; map room; and radio room.



Communications and new orders are reported to you via on-screen messages, and clicking into the radio room allows you to decode them, but when you send signals don't forget to encode them yourself. If you forget the enemy respond by thanking you for the information and then blowing you out of the water.

The game is absorbing and the action sequences are good, but while *Das Boot* strives to achieve the kind of quality found in the class flight simulations, it does fall short. The graphics, while far from disappointing, lack the polish to make you sit there and flip through the external views and gasp. On top of that the scrolling is jerky in places. There is sound, and whilst you don't expect to hear much underwater, far more could have been done to supply atmosphere – at no time playing *Das Boot* did I really lose myself in the game, surely the acid test for a top drawer sim.

Mike Pattenden



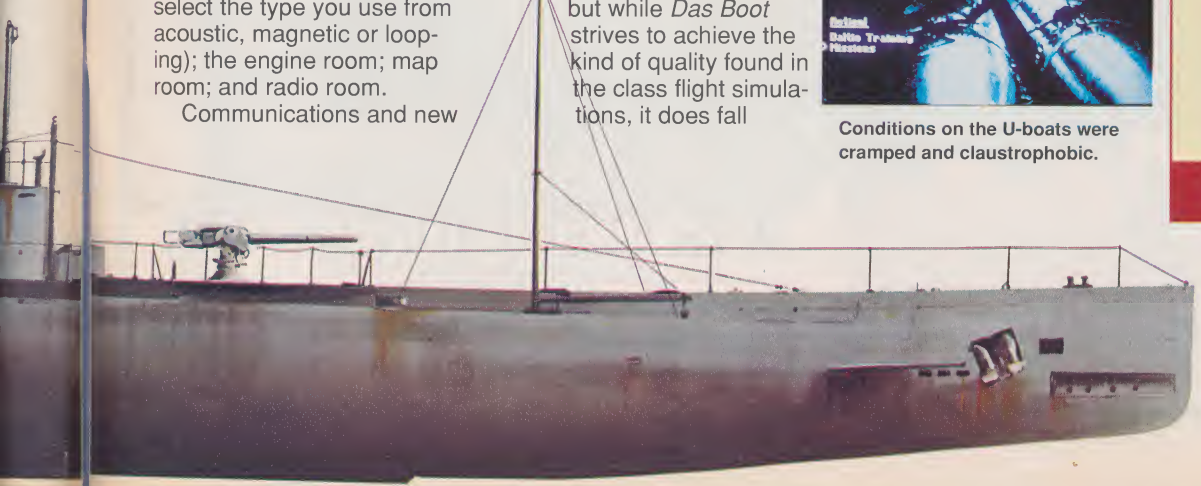
Conditions on the U-boats were cramped and claustrophobic.

MINDSCAPE £30.64

"Submarine war sim that doesn't plum the depths"

GRAPHICS	82%
SOUND	68%
LASTABILITY	88%
PLAYABILITY	85%

OVERALL 84%



Amiga 500

NEW ULTRA-LOW NOISE DESIGN

512Kb MEMORY With 2 Years Warranty

Our Incredible TOTAL price includes the clock /date chip & 5 year easily replaceable battery.

£33.95

! TOTAL PRICE INCLUDING POSTAGE AND VAT !

A totally NEW DESIGN from the makers of Britain's best selling Amiga expansion board. The AMRAM513 is smaller, and has higher safety margins than any other product. What's more it is designed to accept a further 1Mb low cost USER Upgrade. With a TWO year guarantee from Britain's long established memory board specialists, who would consider anything else?

Amiga Price Breakthrough £307

Brand New Production A500 with FREE Modulator our A500 price only

Showroom price includes V.A.T. Securicor extra

Yes, our price does include 17.5% VAT, but we must make a small surcharge if paid by Credit Card.



Amiga 3.5" Drives

With all the extra features you need:-

Thru' Port
Memory Saver Switch
Extra long lead

£53.95

INCLUDING POSTAGE & VAT

9am - 5.30pm Mon - Sat

We take VISA, ACCESS, SWITCH & STYLE Cards.

Inpholink Ltd. Front St. West, BEDLINGTON, Northumberland NE22 5UB ~ Order Line (0670) 827480

BACK TO SCHOOL

Your computer is the only teacher which YOU CONTROL!

Whatever your age, whatever your subject - let your computer help you learn.

Subjects include ...

French, German, Spanish, Italian, English
History, Geography, Science, General Knowledge, Football, First Aid, Sport, England, Scotland, Natural History, Junior **Spelling and Arithmetic**

Available for most popular home & business computers

Kosmos are specialist producers of Educational Software designed to help you enjoy learning from your computer. Our programs even allow you to add your own lesson material.

Write or telephone for a FREE 20-page BROCHURE of our Educational & Leisure software
Please state your computer type

Kosmos Software Ltd, FREEPOST (no stamp needed)
DUNSTABLE, Beds. LU5 6BR
Telephone 05255 3942 or 5406

Access VISA

Access

AMIGA REPAIRS

VISA

JUST £44.95 inc.



- ★ Commodore registered repair centre
- ★ Over 10 years experience with Commodore computers
- ★ 20 qualified technician engineers at your disposal
- ★ We will undertake to repair your Amiga 500 computer for just £44.95 including parts, labour, VAT and post & packing
- ★ Most computers should be repaired within 24 hours of booking in.
- ★ Prices include full service check, overhaul, soak-test and replacement of power supply unit if necessary
- ★ Repairs to keyboard and disk drive also included (£25 extra if these units are unrepairable and require complete replacements)
- ★ All repairs covered by a 90 day warranty

Upgrade your Amiga from 512K to 1Mb of memory for just £25.00

SPECIAL EXCLUSIVE OFFER:

If you submit your computer to ourselves for repair, enclosing this advert along with just an additional £25, we will supply and fit a 512K memory expansion at no extra cost.

How to take advantage of this exceptional offer: simply send or hand deliver your machine to the workshop address detailed right, enclosing payment and this advert and we will do the rest. (If possible please include a daytime telephone number and fault description).
** If you require 24 hour courier to your door, please add £5 else your computer will be sent back by contract parcel post.*

WTS ELECTRONICS LTD

STUDIO MASTER HOUSE
CHAUL END LANE
LUTON, BEDS, LU4 8EZ
Telephone (0582) 491949 - (4 lines)

WTS reserve the right to refuse machines that in our opinion are tampered with, to an extent beyond reasonable repair

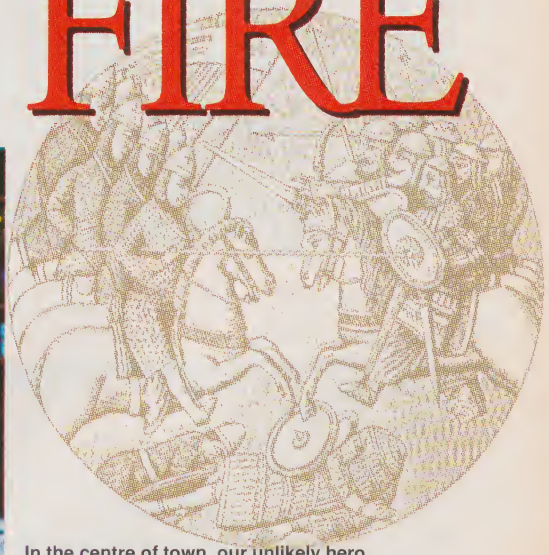
QUEST FOR GLORY II
TRIAL BY FIRE

As can be expected from Sierra, *Quest For Glory* begins with a very unlikely tale of one man and his magic carpet. As the game's hero and the driver of said blanket, whilst on a routine(!) scoot through the skies of the mysterious East, a rogue spaceship struck your motorised Axminster and forced you to land in the middle of two cities. Quite why you escaped unscathed beats me – after all, a two-thousand ton lump of super-heated spacecraft would probably cause more than a bumpy landing – but, being a lucky beggar you end up stranded in the middle of nowhere. After arriving at the Kattas Tail Inn your first problem is finding your way around the souk, a labyrinth of narrow alleys. The purchase of a map seems a top priority, but unfortunately you are only carrying gold, and cannot buy one until you have changed this into Dinars (I wonder if they accept Dinars Card!), the local currency. But how can you find the moneychanger without the map?

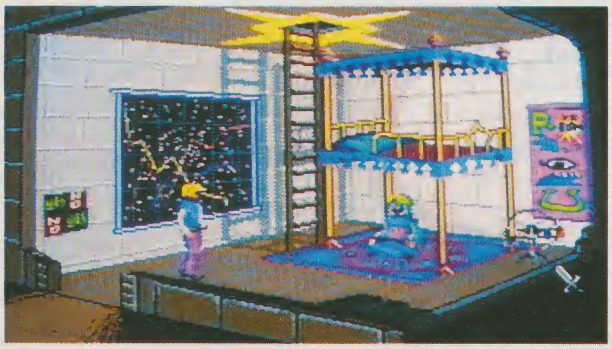
In keeping with most Sierra titles, the solution to problems is to ask the right person the right questions. There are characters aplenty in the play area's assorted village squares and shops, and many of them are quite helpful. Indeed, there was a general consensus that a Saurus is an essential form of personal transport for crossing the desert to Rasheir. And I was told that these fine creatures never let you down – trust mine to be an exception to the rule! The cowardly beast tossed me and bolted at the first hint of trouble, leaving me to face bandits, scorpions, or whatever nasties the desert threw at me!

At the outset, the player must create the type of hero he wishes to be. Choose from Fighter, Wizard, or a Thief, each of whom can be fine-tuned by distributing 'top-up' points to attributes such as intelligence, magic, stealth, vitality, etc. The way the game plays differs according to the main hero style chosen, and more marginally according to the





In the centre of town, our unlikely hero prepares to enter the desert and the adventures within. Soon you'll encounter murderous bandits and giant sized scorpions with more than a sting in their tail.



Eastern bunkbeds?! That shabby looking 'squatter' may be able to help. Watch out for the belly dancers (Tuesday nights only).



QUEST FOR GLORY II
TRIAL BY FIRE

added top-up points. Having decided to become a Wizard, as soon as I had the relevant gear I headed to the magic shop for a spot of shopping for a few spells. Keapon Laffin, the spell emporium's proprietor, has a neat turn of phrase, but inspires little confidence, although he can navigate his emporium in a way that disproves my perception of it as merely an optical illusion.

The Enchantress was next on my visiting list, and it was quite tricky getting into her sumptuous apartment. After having a cup of tea, I asked her a few pointed questions, expecting to receive a crash course in practical magic, but it must have been the silly questions I asked that let me down. On, then, to the astrologer, who seemed particularly reticent about what the future held in store. And what he did predict he soon discounted: 'Naw! It will never happen!'

Quest For Glory II has a gentle sense of humour, and its puzzles and problems tend more to the logical and less to the intuitive than previous Sierra offerings. And there's plenty of play before the end of the game is reached. After ten hours or so I've only scored 55 out of a possible 500 (OK, so I'm dimmer than your average wizard!). Nevertheless, after completing the game once, there are still the methods of two other heroes to exploit. I liked this far better than the most recent Sierra releases and rank it almost on a par with *Space Quest*. If you enjoy playing Sierra's trademark games, you'll love this. If you've never tried a Sierra adventure, here's an ideal starter for you.

Keith Campbell



Inside the shop all manner of useful spells and potions can be found – with more hidden under the counter. Choose from a vast array of chemical compounds and magical mixes.

QUEST-IONS, QUESTIONS

Quest For Glory II is a '3D' graphic adventure, in which your character is moved about the screen using the arrowed cursor keys, mouse, or joystick. The character is animated, and can pass behind foreground objects (hence '3D') and through doors, up steps, etc. Moving through an exit takes the action to a new screen, which usually loads from disk. This can be a rather lengthy process, depending on the amount of detail and possible action in the screen that's loading, but owners of a hard disk will find the time greatly reduced.

Commands other than movement are entered in text directly from the keyboard. Hitting a key opens up a text window superimposed over the graphics. Hitting Return executes the command and removes the window. Reply windows time out if not removed sooner by hitting RETURN. The game goes into 'combat mode' when the player is attacked, and he is trapped into fighting the bandit or monster as best he can for his hero type. Sound effects and music accompany most of the action. Sierra music is often very catchy, but due to the Arabian flavour of this game, I found much of the music bordering on dirge.

Saving the current game position is highly recommended, but the manual is sadly lacking. It is necessary to have a pre-formatted disk available, and it is quite disconcerting when, after following the generic instructions, the computer insists that the disk is full. To overcome this you should follow the specific instructions for saving to diskette in MS-DOS (select 'change directory' and back space over the directory shown), and then enter DF0: in place of the a: required by MS-DOS. This also applies when loading a saved game the first time after booting up for a new session.







Above: Wandering through the massive desert landscape our hero encounters an unusual ally.

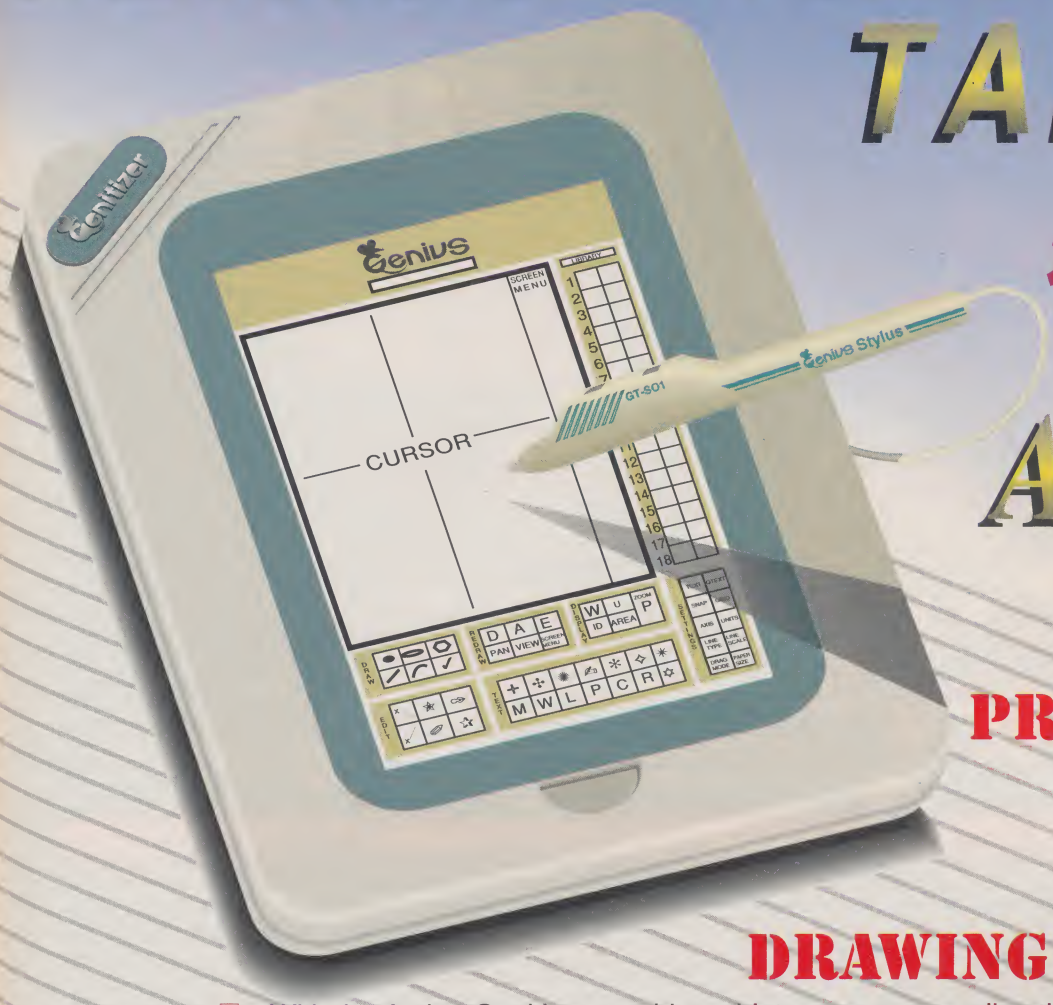
Left: Taking tea with the Enchantress is a useful way to learn magic – providing you ask all the rigth questions.

SIERRA-ON-LINE £40.85

"A superior Sierra game full of Turkish Delight."

GRAPHICS	90%
SOUND	85%
LASTABILITY	87%
PLAYABILITY	78%
OVERALL	**86%**

GENIUS DIGITIZING TABLET



£129.99 COMPLETE FOR THE AMIGA

ADD A PROFESSIONAL TOUCH TO YOUR DRAWING / CAD WORK

- With the Amiga Genitizer graphics tablet you can streamline the operation of most graphics or CAD programs.
- The Genitizer graphics tablet utilises latest technology to offer up to 1000 dpi resolution at the tip of a stylus!
- Complete 9" x 6" digitizing area plus super accurate stylus combine to enable fast, accurate and easy control.
- Works by "mouse emulation" so the Genitizer will work with most packages where mouse input is the usual method - Deluxe Paint, Photon Paint, CAD Packages etc. etc.
- Supplied with template for Deluxe Paint.
- Full easy to follow instructions.
- This is the input method used on professional systems - now you can add a new dimension to graphics/CAD.
- Fast input of drawing by "tracing" is made easy - plus "absolute reference" means you can move around the screen many times faster than by a mouse.
- The Genitizer fits in the serial port of your Amiga 500/1000/2000 and "co-exists" with mouse.
- Unlike a mouse the Tablet gives absolute co-ordinates so that tracking and menu selections are possible from the tablet face.
- A pressure sensitive switch built into the stylus tip activates the Tablet overriding the normal mouse input. When you are not using the Tablet you have normal mouse control.
- Complete system - Graphics Digitizer Tablet, Stylus, Deluxe Paint Template, Power Adaptor, Test Software, Interface Unit plus Driver Program - no more to buy!

DATEL Electronics Limited

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

Access DATEL ELECTRONICS LTD. VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.

FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

THE WORLD'S MOST POWERFUL FREEZER-UTILITY CARTRIDGE

IS NOW EVEN BETTER

THE NEW MK II VERSION IS HERE!!



Amiga Action Replay

STILL ONLY

£59.99

POST FREE FOR THE A500/1000

A2000 VERSION AVAILABLE

£69.99

PLEASE STATE WHICH COMPUTER YOU HAVE WHEN ORDERING

AMIGA ACTION REPLAY SIMPLY PLUGS INTO THE EXPANSION PORT OF YOUR AMIGA AND GIVES YOU THE POWER TO FREEZE MOST ANY PROGRAM, THEN YOU CAN...

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

- **SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK**
Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).
- **UNIQUE INFINITE LIFE/TRAINER MODE - NOW MORE POWERFUL**
Allows you to generate more and even infinite lives, fuel, ammo, etc. Perfect as a trainer mode to get you past that "impossible" level. Very easy to use.
- **IMPROVED SPRITE EDITOR**
The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. RANGE OF IMPROVED FEATURES.
- **VIRUS DETECTION**
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.
- **SAVE PICTURES AND MUSIC TO DISK**
Pictures and sound samples can be saved to disk. Files are saved directly IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.
- **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!
- **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.
- **FULL STATUS REPORTING**
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.
- **POWERFUL PICTURE EDITOR**
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!
- **MUSIC SOUND TRACKER**
With Sound Tracker you can find the complete music in programs , demos,etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!
- **AUTOFIRE MANAGER**
From the Action Replay II preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!
- **DISKCODER**
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged" disks will only reload when you enter the code. Very useful for security.
- **PREFERENCES**
Action Replay II now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.
- **DISK MONITOR**
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.
- **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.
- **DISK COPY**
Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.
- **BOOT SELECTOR**
Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 90 COLUMN DISPLAY AND 7 WAY SCROLLING -

Full M68000 Assembler/Disassembler • Full screen editor • Load/Save block • Write String to memory • Jump to specific address • Show Ram as text • Show frozen picture • Play resident sample • Show and edit all CPU registers and flag • Calculator • Help command • Full search feature • Unique Custon Chip Editor allows you to see and modify all chip registers - even write only registers • Notepad • Disk handling - show actual track, Disk Sync. pattern etc. • Dynamic Breakpoint handling • Show memory as HEX, ASCII, Assembler, Decimal • Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S 'FROZEN' STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

WARNING 1988 COPYRIGHT ACT WARNING
Datel Electronics Ltd., neither condones nor authorises the use of it's products for the reproduction of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.
It is illegal to make copies, even for your own use, of copyright material, without the express permission of the copyright owner, or the licencee thereof.

HOW TO GET YOUR ORDER FAST...

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.

ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL PRICES INCLUDE V.A.T. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

Access VISA

DATEL ELECTRONICS LTD.,

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND

TECHNICAL/CUSTOMER SERVICE 0782 744324

AAR 2



A WHOLE NEW WORLD OF POWER

NOW WITH THE NEW SYNCRO EXPRESS MK III

FOR ONLY

£34.99

HIGH SPEED DISK DUPLICATION SYSTEM

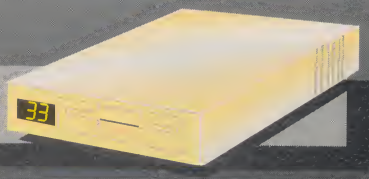
THE ANSWER TO YOUR DISK DUPLICATION PROBLEMS

- SYNCRO EXPRESS IS A HIGH SPEED DISK DUPLICATION SYSTEM THAT WILL PRODUCE COPIES OF YOUR DISK IN AROUND 50 SECONDS!!
- Syncro Express requires a second drive & works by controlling it as a slave device & ignoring the computer disk drive controller chip whereby high speeds & great data accuracy are achieved.
- Menu driven selection of Start Track/End Track up to 90 tracks.
- Ideal for clubs, user groups or your own disks.
- Very simple to use, requires no user knowledge.
- The most powerful Disk Copier ever conceived.
- Also duplicates other formats such as IBM, ST etc.
- No more waiting around for your disks to copy.
- Probably the only duplication system you will ever need!
- Now with a *SUPER POWERFUL* "SYNCRO" MODE that actually synchronises your Disk Drives for even greater accuracy!!
- Can be switched OUT when not in use - totally transparent.
- Make up to 2 copies simultaneously*.

PLUS MANY NEW FEATURES INCLUDING ...

- DRIVE SPEED CHECKER - now you can check the speed of your drives - DFØ-DF3. Easy and very accurate.
- DISK TOOLKIT - Syncro III now includes a range of Disk Tools - Fast Format, File Copy, Ram Disk, Disk Rename, Hard Drive File Copy etc. etc. Easy to use.

If you don't have a second drive we can supply SYNCRO EXPRESS together with a DIGITAL DISPLAY Drive for ONLY... **£99.99**



PLEASE STATE AMIGA 500/1000*/1500/2000/3000 WHEN ORDERING*

WARNING 1988 COPYRIGHT ACT

Datel Electronics Ltd., neither condones nor authorises the use of it's products for the reproduction of copyright material. The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the givan permission of the copyright owner, or the licencee thereof.

HOW TO GET YOUR SYNCRO EXPRESS III

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

WE WILL DISPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS

ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

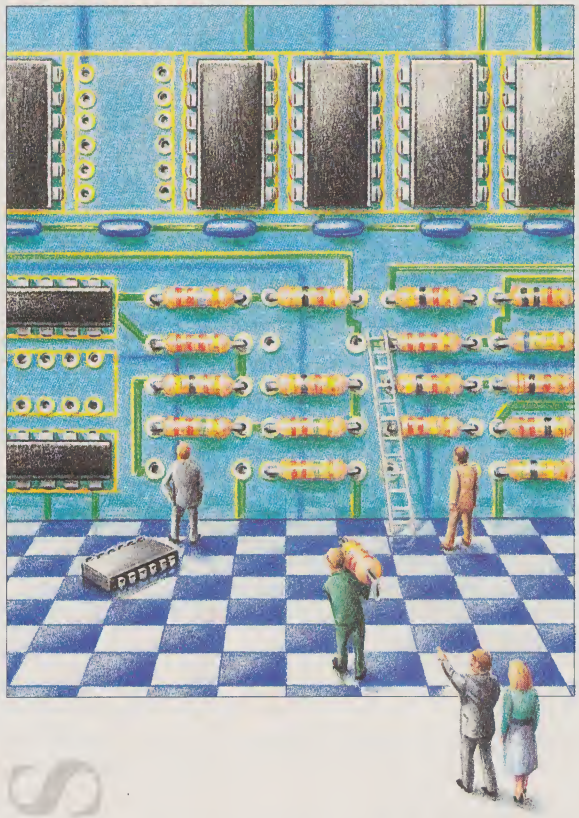
DATEL ELECTRONICS LTD.

GOVAN ROAD, FENTON INDUSTRIAL ESTATE,
FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.

FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL Electronics Limited

Amiga Repairs



If something is wrong with your Amiga 500 or C64, who better to turn to than the Commodore National Repair Centre.

For all repairs to your computer, one low payment covers diagnosis, repair (including parts and labour) and delivery back to you.

The experience and expertise of our technicians ensures that your computer is repaired to a high standard at a low cost. And each repair will be carried out within 12 working days!

To schedule a repair and claim your free software, simply call Michelle or Matthew on 0733 391234.

Please be ready to give your name, address, computer type, serial number and the type of fault.

The cost is £49.95 for an Amiga 500 and £39.95 for a C64. Payment can be made by cheque, postal order or credit card.

AMIGA REPAIRS



FREE SOFTWARE

Commodore National
Repair Centre

0733 391234

FMG House
Newcombe Way, Orton Southgate
Peterborough PE2 0SF

£49.95 COVERS ANY REPAIRS

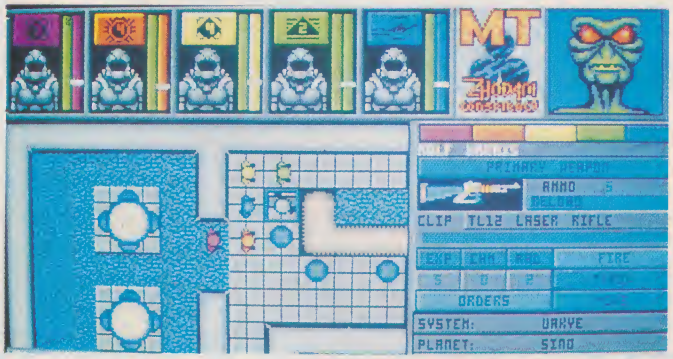


MEGATRAVELLER

THE ZHODANI CONSPIRACY

SCREENSTAR





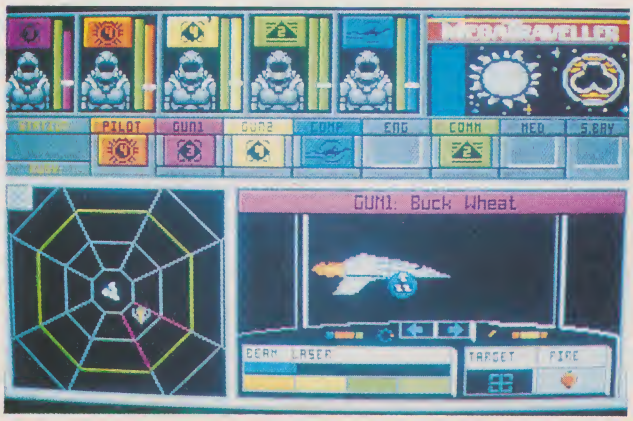
As well as guns and knives the party can equip themselves with a variety of grenades, guaranteed to wipe out the most stalwart opposition.



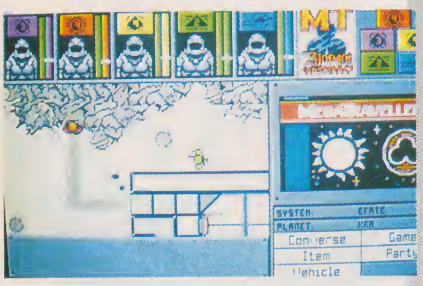
The Traveller table top RPG gave its players the chance to pilot huge space craft across the galaxy, lead the life of an intergalactic mercenary or just while away the days in a bar in Andromeda potshotting tourists with a Gauss Gun. The computer game holds true to its pen and paper original and should quickly establish itself as one of the best sci-fi role-playing games around.

First up is the party generator. Five characters have to be designed, enlisted in branches of military service to acquire skills, then equipped with weapons and armour. From there they find themselves in a bar on the Planet Efate, sipping whatever intergalactic mercenaries drink, when a woman bursts in and hands the party half an imperial seal and a hologram player. Hot on her heals is a group of heavily armed men who open fire on both her and the party. This dumps you straight in at the deep end: a fire fight.

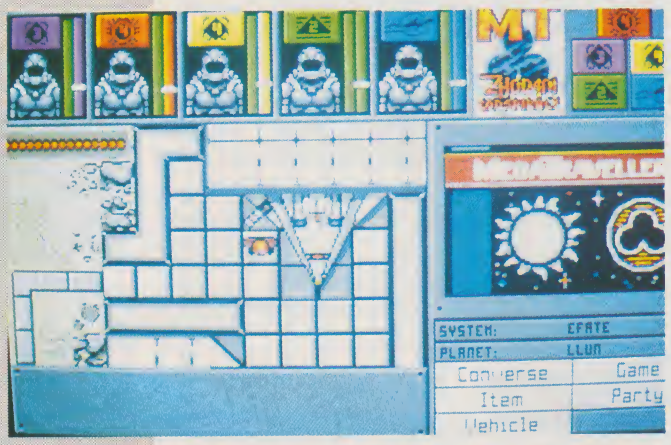
All five characters are shown as one icon, which can be moved around a planet with the cursor keys, joystick or mouse. When combat starts the party is split into its five component characters, which is where



MEGATRAVELLER
THE ZHODANI CONSPIRACY



Some planets have heavily polluted atmospheres. The party will perish without their respirators.



Trading, banking and game saves are all dealt with at starports. Customs also reside here, and will confiscate any illegal weapons.



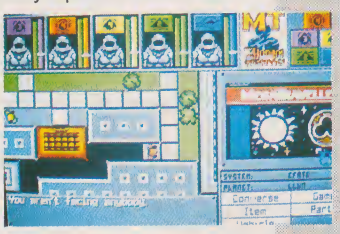


Rocket launchers and grenades aren't environment friendly, as you can tell by the craters.



The good, the bad and the really ugly all feature. Some characters are friendly, at a price.

things can get a bit confusing. Combat takes place in real-time, so each character has to be told what to do at the start of a battle. They can reload their weapons, move, chuck a grenade or shoot. If they're facing a lot of bad guys their orders need to be constantly updated and



unless you're really familiar with the control system this can often be a very complicated procedure.

During this brief encounter the heroes are informed that they've got to capture Konrad Kiefer, the boss of a backwater planet who's letting the Imperium's enemies use it as a base.

The variety of weapons are enough to make Saddam Hussein go weak at the knees. Pistols, machine guns, assault rifles, laser weapons, plasma guns and multiple rocket launchers make up the arsenal. Although lots of these weapons are banned on some planets they can still be smuggled through customs. For those on the receiving end there's a wide range of armour available, which starts with toughened leather jackets and ends with the almost indestructible Battle Dress.

By reading the manual you get a good idea of how big the game really is. It took me a long time to understand the basics of party movement and control. Once I had that licked it was onto the space section, which is also very complicated. Back to the manual again.

Part one of the mission involves earning enough cash to kit your ship out for a long hyperspace jump. To earn money you can resort to a life of crime. Mugging innocent people or turning your hand to space piracy can be very profitable, but this attracts interest from the authorities. There are 'nice' ways of making money.

Trading can be profitable, as can bounty hunting. You can also go on missions set by NPCs, which usually require the recovery of a particular object.

In part two you have to track down and wipe out Kiefer. This is where your characters need to employ all their skills and equipment. The puzzles, traps and gun battles become more frequent and there isn't time to turn back to the manual.

If you're a fan of the Traveller RPG, or are prepared to sit down and learn how to play what is an absorbing and entertaining game, then this is a definite must.

Mark Patterson

EI £30.64

'Fantastic RPG with loads of puzzles...'

GRAPHICS	68%
SOUND	65%
LASTABILITY	90%
PLAYABILITY	80%
OVERALL	**88%**

MILITARY SERVICE

Marines are the real hard nuts of the galaxy, with a good knowledge of weapons and starship operations. The army is the easiest service to get into, and provides a huge array of weapons and survival skills. The Navy are really picky as to who they'll admit, but a naval officer is essential if you want a competent starship pilot in your party. Merchants are taught negotiating and language skills which is vital if your basing your game strategy around trading. Finally, there are the scouts, the explorers of the game. There is no promotion system for scouts, instead they are taught a huge variety of skills and receive excellent benefits when they leave the service.

Eat my shorts if we're not giving away this radical SIMPSONS PINBALL!!



Well here it is the biggest pinball sensation in years - The Simpsons! And you can get this machine which is worth £2500 into your bedroom, if you're the winner of our crazy competition!! We've colllected loads of silly sound effects from around the world, and to stand a chance of winning all you have to do is correctly identify them! So don't have a cow, have a go now!! Just...

Call 0898 404610



A Commodore Amiga Computer complete with colour TV is waiting to be won! So call...

0898 404612



You could WIN this awesome foursome! Take control now and Call 0898 404611

Calls cost 34p (cheap rate) and 45p (at all other times) per min incl VAT. For details of winners send SAE to: Pepperoni, Sandylands House, Morecambe, LA3 1DG Please ask your parents permission before you call. Average length of the call is 5.5 minutes. These lines are unofficial and have no connection with the featured characters or their business organisation.

MIRROR, MIRROR ON THE W SEND ME THE BEST OF THEM ALL

3D POOL was hailed as 'fast, realistic, playable, addictive fun' and given a CU rating of 81%. The game's many options include practice, the tournament, and a chance to try out 15 trick shots. The pool table can also be viewed from almost any option. Once the art of topspin and backspin are conquered, try for a flashy Hurricane Higgins style to beat Maltese Joe in the championships!

CARRIER COMMAND requires you to protect and defend a valuable form of volcanic energy. Luckily, you are aided by super-duper aircraft carriers. The game was admired by many fans and commanded a CU rating of 90%. One of the first interactive srategy/action titles, '*Carrier Command* is one of the best games ever to appear on the Amiga'.

XENON 2 outshone many with a wonderful array of nasties and an awesomely destructive ship. The space craft could obtain at least twenty weapons including side shots, power-ups and electroballs. Do battle with space snails and metallic droids. *Xenon 2* received a rating of 88% and earned high praise indeed: 'it's what you bought an Amiga for'.



THE THREE STOOGES must surely be one of the funniest games ever. The gruesome threesome promised to save an orphanage from a heartless landlord, and the ensuing scenarios include a Pie Fight and a Slap Fight. 'Out of all the games I have played on the Amiga so far I enjoyed *The Stooges* the best,' claimed our reviewer and awarded it a healthy 80%.

WATERLOO earned a well deserved score of 88%. Great 3D graphics enable you to view the course of events from any position. *Waterloo* takes historical accuracy to the limit as you rely on runners for information. Therefore prepare plans well in advance as the state of play can be out of date or inaccurate.

Don't let **PASSING SHOT** pass you by if you're a devotee of white clothing, as it must be one of the most comprehensive tennis games. Try out different playing surfaces – do you have a preference for clay or grass? Emulate a real pro and wander across the globe playing in all the most important tournaments. Isn't life tough at the top!







R
E WALL, ST GAMES

Win! A gameplayer's dream come true... some lucky person will receive an entire year's supply of Mirror Image games (a grand total of 26). The sun also shines on ten runners up, who get a game of their choice from Mirror Image, the brand new retrospective label from Mirrorsoft.

Some classic 16 bit games will be re-released, including *Carrier Command, 3D Pool, Xenon 2, Waterloo*, and *TV Sports Football*. To whet your appetite, we time travel back to yesteryear's reviews and see how the games were received.





TV SPORTS FOOTBALL achieved a rating of 83% and was greatly admired for great graphics and the wacky American anchormen who were pure cheese cake. Learn about the great strategy game of American football. You can choose from league or exhibition matches, so get ready for touchdown!

SKY CHASE is the aim of this game: 'blow your opponent out of the sky as many times as possible'. Air combat at its best. Play against another player or the computer. The screen splits vertically down the middle, with each player having a view from the plane. The cockpit display shows speed, altitude, ammunition, etc. So loop the loop and make the money in your pockets fall out.

competition

And now for the amazingly hard bit - answering the questions! Don't be lazy; this could be your big chance for fame and glory. Wrack your brain over these little teasers.

1 Who were the generals involved in the battle of Waterloo?

2 What are the names of The Three Stooges?

Race those replies by pigeon post to:-

MIRROR IMAGE COMPETITION
CU Amiga
Priory Court
30-32 Farringdon Road
London EC1 3AU

Not open to employees of EMAP Images or any company involved in the production and distribution of CU Amiga or Mirrorsoft.

The Gravis Mouse Stick™



For sophisticated simulation enthusiasts, who demand PERFECT control, with programs such as Proflight, F19, Mig29, etc. A professional quality, programmable optical joystick C/W 16k microprocessor and L.C.D. screen offering 1200 line count resolution. Works perfectly with all simulations with sensible mouse routines and any others in its programmable joystick mode. No other joystick comes even close to the Mouse Stick for perfomance, reliability and pleasure in use.

THE ALL NEW AMIGA ZOOMER® YOKE



Precision analogue self-centring yoke with custom potentiometers. Two fire buttons and working trims. Tough Nylon construction, Long cable. Recomended for use with Domark's Superb Mig29 Fulcrum, Micro Prose F19, FS2 and all other games in joystick mode.

P.C. Version available

THE FLIGHT CONTROLLER YOU ALWAYS WANTED.

Full technical support and 1 year guarantee.
S.A.E or telephone for full details.
Telephone (0272) 550900
Fax: (0272) 411052

R.C. Simulations
Unit 1b Bee Hive Trading Estate
Crews Hole Road
St. George
Bristol BS5 8AY

MONUMENTAL MUSIC

Unit 30, Pier Rd Industrial Estate, Gillingham, Kent ME7 1RZ. 0634 280680

AMIGA PRICES

Amiga 500 - Including Modulator, PSU, Mouseetc	£304.95
Amiga 500 - As above, Plus 1/2 Meg with clock	£329.95
Amiga 500 - As above, Plus 2.3 Megs with clock	£389.95
Amiga Screengem Pack - Including 1/2 Meg upgrade	£369.95
Amiga 1500 - Complete with Monitor	£864.95
1/2 Meg upgrade with clock	£29.95
A590 Hard Drive	£265.00

MUSIC PRICES

Music X V1.1 - Comprehensive Sequencer	£79.95
Sequencer One - New Sequencer By Gajits	£74.95
4D Companion - Roland keyboard Editor	£79.95
CM Panion - CM and MT32 Editor	£79.95
Audio Engineer 3 - Amazing Sampler	£179.95
Amas Sampler - Midi Hardware / Sampler	£76.95
Music X Protocals - A Handfull are now ready!	£10.00
Midi Connector - Excellent Quality	£24.95

CLUB SEQUENCE

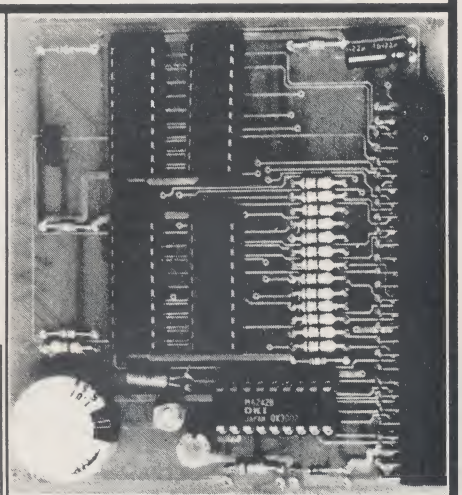
If you use Music X, this is for you. Becoming a member of Club Sequence entitles you to 12 months of our disk and literature mag packed with complete songs, samples, drum tracks, information etc. We also have a help line once a week so we can help you with your problems. Remember - our disk is mounthly and membership is only £25 for a year - thats 12 issues !!!
Join now for issue 4 onwards.
Our membership is growing - Call for an information pack.

Virgo DEVELOPMENTS

Upgrade your Amiga 500

512K extension with clock

MADE IN U.K.



* Top-quality PCB and connector for total reliability
* Latest 1 meg D RAMs for low power consumption
* Auto-recharging battery-backed real-time clock
* Memory enable/disable
* Compact design
* Easily fitted in seconds. No risk to your warranty

No frills or gimmicks. Just a quality product at the best price you'll find.

£29.95
inc VAT P&P

Also available:

* 512K extension without clock	£25.95	* RAM chips per ½ meg set	£15.95
* Half meg card with clock (no RAMs)	£15.50	* 1½ meg extension with clock	£74.95
* Half meg card (no RAMs or clock)	£11.50	* 1½ meg card with clock (no RAMs)	£30.00

Credit card hotline
24 - hour service

0734 890588

Same day dispatch
12 - month guarantee

Virgo Developments Ltd, Sapphire House, Fishponds Road, Wokingham, Berkshire, RG11 2QJ.

VISA

WARZONE

Eighteen months ago, the shelves of your local software emporium would have been groaning under the weight of countless *Ikari Leatherneck Victory Road Warrior* yomp 'em ups. Consequently, in these days of multi-disk epics and stunning advances in game design, it is more than a little odd for another of the gun-toting genre to make an appearance. Still, originality aside, what *Warzone* does provide is eight long stages of well presented and suitably hectic 'shoot to kill' action. Core make no apologies for *Warzone*'s derivative nature and their main intention when starting the project was to wipe the floor with its many predecessors. In addition, they haven't wasted time on a scenario – after all, we all know the score: 'soldier meets guerrilla, guerrilla gets killed by soldier, soldier repeats process until the end of the game'...

Warzone is made up of four separate stages, each of which is split into two halves. Initially armed with a paltry rifle, the two heroes must be guided upscreen, cutting a swathe through the numerous enemy soldiers and installations that appear from all sides. However, rather than allowing them a free run of the screen, manoeuvring is impaired by the addition of narrow tunnel systems which restrict the range of your firepower and give the enemy a slight advantage. However, in their favour, the two soldiers can collect a series of more powerful weapons, which are located within slim white cases and supply the heroes with flamethrowers, laser-rifles, and grenade launchers, all which can be upgraded for up to three times more devastation.

The enemy forces are represented by hundreds of foot soldiers who are armed with machineguns and rifles, along with ground-based installations, such as gun turrets which can only be taken out with an upgraded weapon, and the usual array of jeeps and tanks. As they appear, spewing flak all over the screen, contact with them and their bullets must be avoided at the pains of death. The two soldiers start each game with three lives in tow, each of which is bolstered with five hit points. Whenever the heroes are on the receiving end of a bullet, one of these points is depleted, and when all five are exhausted not only is a life lost but the last power-up or weapon, too.

There's no doubting that Core have succeeded in their attempt to breathe new life into the ageing *Ikari*-style blast, and the sheer number of neat touches and additions that have been made add to the action perfectly – especially the burning corpses of an enemy squaddie on the wrong end of the flamethrower! The range of enemy installations and bases are brilliant, as are the four varied backdrops, and when you consider how much is happening onscreen it is a surprise that it doesn't slow down. In all, *Warzone* is a fast and well-paced blast, with plenty to see and shoot and, while it's not worth a Screen Star, it's still worthy of consideration.

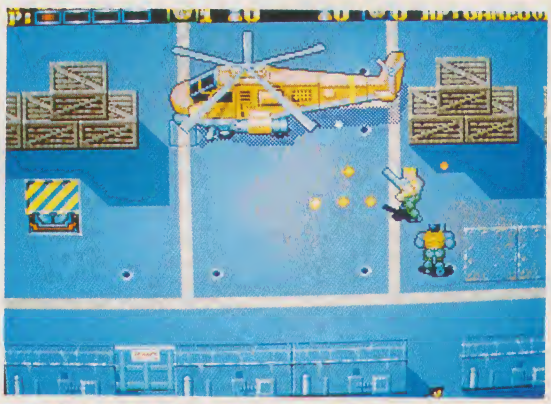
Steve Merrett

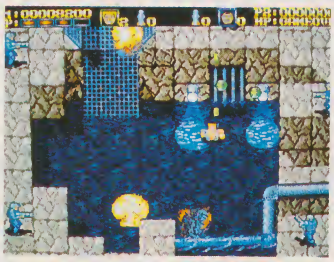
CORE DESIGN £20.99

"Superior *Ikari Warriors* clone with plenty of action"

GRAPHICS	80%
SOUND	75%
LASTABILITY	73%
PLAYABILITY	80%
OVERALL	**79%**











Blast your victims with a wide variety of weapons including a napalm-blazing flamethrower – Frying Tonight!

A-TT-EN-SHUN!!

The military shoot 'em up first appeared when those gun-toting twins, Vince and Paul, starred in the first of the never-ending *Ikari Warriors* series. At this point, practically every developer in the country started work on similar style games, with Infograme's weak *TNT* the first past the post. Apart from Elite's official *Ikari Warriors* conversion, only Steve Bak's *Leatherneck*, which was distributed through Microdeal, came up to scratch – and it was also the first game to incorporate a four-player mode. After a while, and after such drivel as *Victory Road*, *Dogs Of War* (again by Bak), and *Guerrilla Wars* hit the streets, the sub-genre fell out of favour. Now that Core have revived it, who'll be the first back on the band wagon? After all, U.S.G's *MERCS* conversion is just round the corner, and who can tell what's following...

DIAL-A-CHEAT-LINE



for cheats, tips, pokes and secrets on all computer and console games, ring now on

0898 10 1234

Messages updated weekly

Live computer helpline:

0898 338 933

7 days a week 12 noon to midnight

PRIZES FOR BEST CHEATS, TIPS, ETC.
Send to: PO Box 54, Southwest Manchester M15 4LY
Proprietor: Jacqueline Wright.

Please ask permission of the person who pays the bill, calls charged at 34p per min 'Cheap Rate' 45p per min at all other times.

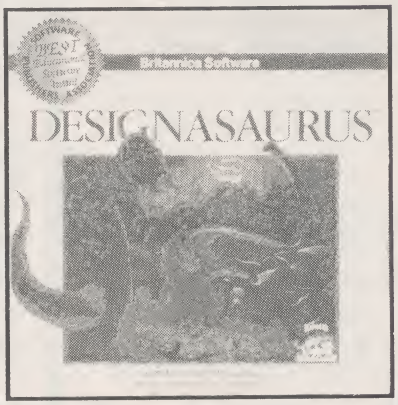
ESC EDUCATIONAL SOFTWARE CLUB

PHONE 0702 600557 • FAX 0702 613747
32D SOUTHCHURCH ROAD • SOUTHEND-ON-SEA • ESSEX SS1 2ND

We Have Over 70 Top Class Educational Programs For The Amiga, IBM/PC & Atari ST.

All Ages Covered From 3 To Adult.

Contact Us Now For Your **Free Catalogue.**



Designasaurus : Print, Create & Survive like the dinosaurs in their own ecosystem. Ages 6+ Amiga or IBM/PC £29.95

SPECIAL OFFERS

EARLY LEARNING MATHS : A really fun collection of 12 maths programs to quiz your kids. Ideal for 4 to 9 year olds. Atari or Amiga £14.95

LIZZY'S SPELLICOPTER : Fly Lizzy's Helicopter around and spell the words presented. Lots of speech and graphics make this the best Amiga Spelling Program. Ages from 4 to 9. Amiga Only £14.95

MICRO MATHS : GCSE tutor for over 11's. Amiga £19.95

--------- **LICENCEWARE** ---------

FUNTIME 1 : A collection of 4 simple programs. Great for the Under 6's. Amiga / Atari ST £3

FUNTIME 2 : Another 3 simple yet brilliant programs. Yet more for the Under 6's. Amiga / Atari ST ONLY £3

14 DAY MONEY BACK GUARANTEE ON EDUCATIONAL SOFTWARE
Full details in our latest catalogue

What are you going to do with your old software?

Bin it? Leave it on the shelf? Why not swap it with us? We pay good prices, and will consider almost any piece of Software. Contact: Ian or Shirley Moyes at....

SOFT SWAP

P.O. Box 1410 Braintree, Essex, CM7 7XF.
Telephone: 0376 46237

REPAIRS

THE BEST QUALITY - THE BEST SERVICE

GSF SERVICES

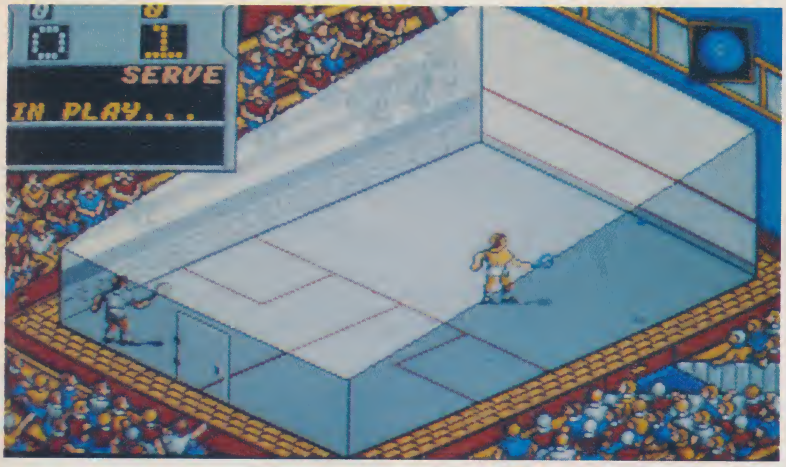
proudly announces its new
FIXED-PRICE COMMODORE SERVICE

Amiga 500 computer faults	£39.95
except 8370 type chip replacement	£49.95
Internal disc drive replacement	£69.95

Repairs take about 7 days / 4 month guarantee
****INTRODUCTORY OFFER - MAY/JUNE ONLY****
FREE RETURN CARRIAGE / INSURANCE
GO FOR THE BEST - YOUR COMPUTER DESERVES IT - CALL

GSF SERVICES

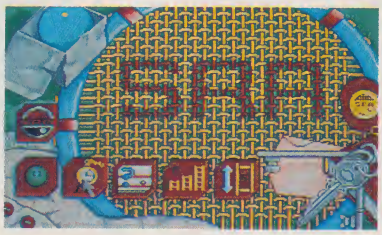
113 MOUNTBATTEN ROAD, BRAINTREE, ESSEX CM7 6TP
OR TELEPHONE (0376) 46637
Atari and Sinclair products also repair





JK WORLD CHAMPIONSHIP SQUASH

There's something worrying about a game in which the sole aim is literally to thrash the ball against a wall more times than your opponent. Played by flabby office workers and old school types for whom one more rung on the squash ladder is one step nearer the boardroom, it is a game singularly without glamour. That said, Jahangir Khan hasn't done too badly and is regarded as the Steve Davis of squash. With six world championships and nine successive British Open titles under his belt, he only loses in leap years or when he plays with the racket held between the smallest toes of his left foot. It may well come as a shock to him then when he learns that he has recently lost forty on the trot in the inaugural CU Amiga Amateur Challenge League. Laughed off the court and out of the showers his name is now synonymous with failure, thanks to some dubious ball bounces



You can imagine the problem of programming a game of squash when you have to show the ball bouncing off four different walls at various times. Krisalis have chosen to show the game from above at an angle rather than looking straight down on the court which would have made it difficult to ascertain height or depth. It's a compromise which doesn't work. When you add that to the small, poorly animated figures and their seeming lack of ability to play a variety of strokes (or even a backhand) then you begin to understand that *JK's Squash* doesn't really cut it as a sports simulation.

There's plenty of options which cover league and championship play. You can play with different balls, change the time of matches, and display player statistics. However, no amount of frills, or intermediary digitised pictures, can disguise the limitations at work here.

Mike Pattenden

KRISALIS £25.53

"Let down by unrealistic ball movement . . ."

GRAPHICS	63%
SOUND	80%
LASTABILITY	58%
PLAYABILITY	59%

OVERALL 61%

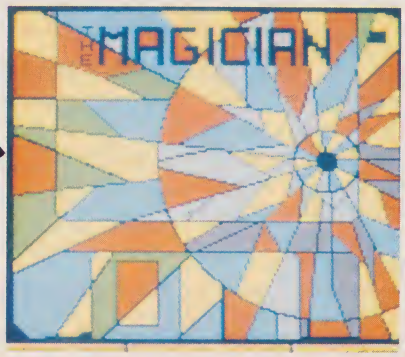
QUADREL

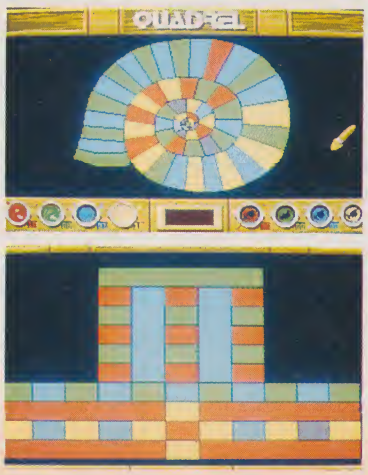
Using the popular belief that simple games are the most fun, *Quadrel* attempts to dispel this. In the past, such puzzling classics as *Tetris, Puzznic*, and *Block Out*, have built up a reputation for solid, if limited, fun with the emphasis on stretching the grey cells rather than the reflexes. With Quadrel, though, the all-important idea behind the game just isn't enough to sustain interest and consequently we are left with a very bland 'paint the squares' affair.

The game is split into a number of beige levels, each of which are broken up with a pattern of crossing lines and shapes. Below this main area are a limited selection of four coloured paints, and these must be used to colour the screen. However, this apparently simple task is made harder thanks to a rule that means that two squares of the same colour cannot be placed next to each other. Thus, strategic plotting is required before the screen is fully painted and the next level reached – especially since the number of paints available decrease with each stage.

Although the addition of some extremely tough levels and a two-player mode add to the game's longevity, I don't think that anyone will be bothered to see it through to the end as the game is basically very dull. In terms of presentation, there is very little to raise it above the norm, and the slow nature of the gameplay is the final nail in the coffin. In all, *Quadrel* has a lot of potential as a game idea, but Loriciel's implementation leaves a lot to be desired.

Steve Merrett





LORICIEL £25.99

"Slow and terminally dull puzzler – avoid"

GRAPHICS	34%
SOUND	42%
LASTABILITY	33%
PLAYABILITY	48%

OVERALL 37%

ENCOUNTER

Blimey, this takes me back a bit! One of the first games I ever had on my trusty but now deceased (sniff!) C64, *Encounter* was also the first game to appear from the Howard Hughes of the programming world, Paul Woakes and was the prelude to such classics as *Mercenary* and the much-delayed *Damoclese*. Quite why Novagen have released it on the Amiga, though, eludes me. For those of you either too young to remember Mr. Woakes' aforementioned 8-bit classic, *Encounter* is basically an extension of the age-old *Battlezone* scenario, and when it was originally released, was praised for its (then) stunning fast filled graphics – and the lack of glitch associated with the genre. Unfortunately, what you considered hot and stunning in the old days now looks decidedly dated.



The basic idea of the game is to patrol an oddly-coloured desert and take out the enemy spaceships and missiles before they get to you. However, punctuating the barren landscape are a series of metallic columns, and these can be used to deflect shots and to hide behind. And that's it. Each level plays host to a set number of enemy craft, and once these have been cleared, its off to an asteroid field for a spot of debris dodging before access to the next suitably gaudy stage is granted. Although this may sound a little damning, there's no doubt that *Encounter* is a playable little blast. The graphics, whilst not pushing back any barriers, are smoothly updated and the enemy ships are fast and deadly. The trouble is that there just isn't enough to do, and when you consider that Novagen are asking twenty-odd quid for it, I don't think that pure nostalgia offers enough for your money.





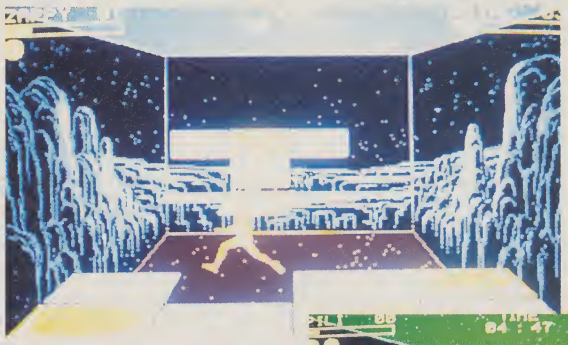
Steve Merrett

NOVAGEN £20.42

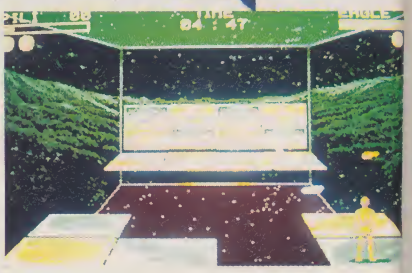
'Old 'uns are not always the best 'uns'

GRAPHICS	65%
SOUND	45%
LASTABILITY	34%
PLAYABILITY	56%

OVERALL 57%



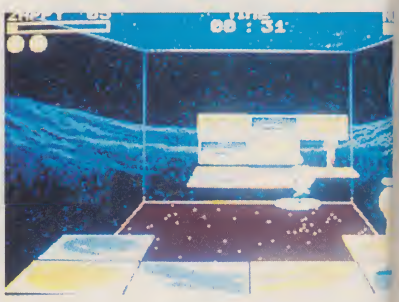
DISC



In the distant future, disc throwing has evolved into a deadly gladitorial contest between rival athletes.

Set in an enclosed arena, both combatants occupy raised platforms, and are armed with electrified frisbees. The two players are separated by a deep canyon, certain death looming if either player should lose their balance and topple over the edge.

The aim is to defeat an opponent by either blasting away the tiles beneath him, destroying his energy level with repeated blows to his body, forcing him into the abyss or scoring the most points within an overall time limit.



Each horizontal tile is also represented by a corresponding vertical block. Throwing a disc at an opponent's vertical tile, and hitting it several times, will cause both the vertical and horizontal tiles to disintegrate. By careful shooting, it's possible to isolate a player on one square, or blast away the ground beneath his feet.

It's possible to improve your individual rating through seven grades up to Great Guide status by defeating fifteen opponents of varying ability. A training option helps you to grasp the basics of the game without affecting your overall grade. The joystick controls are fairly straightforward and allow you to throw the discus with a fair amount of accuracy and parry incoming shots by raising power shields.



A player can choose to enter a tournament and face random opponents from any grade, play in a championship and fight his way up a league table, or use the challenge option to face off against specific characters. Watch out for the mystery tiles. Hit one of these and you'll be rewarded with a faster disc, shields or a number of other enhancements. From time to time, a third participant will also enter the fray and attempt to interfere with the flow of the game – he's also worth points if you can hit him.

Disc is a fast paced futuresport, especially when in two-player mode. The sprite animations are competent and scamper across the pitch in a realistic manner, even doing backward sommersaults to reach isolated platforms. Unfortunately, once ahead on points and in possession of all the discs, it's possible to sit back and wait for the clock to count down. Your opponent is powerless to interfere and once the final whistle sounds, you've won the match. If you're prepared to overlook this irritating quibble, *Disc* is one of the best futuresports on the market.

Dan Slingsby

LORICIEL £25.99

'A pacy game for those with slipped discs'

GRAPHICS	75%
SOUND	60%
LASTABILITY	74%
PLAYABILITY	78%

OVERALL 74%

A BIT ON THE SIDE

OFFICIAL AMOS LICENCEWARE SUPPLIERS

FAX : 0302 887332
TEL : 0302 887332

PUBLIC DOMAIN SOFTWARE
8 THOROLD PLACE
KIRK SANDALL
DONCASTER DN3 1NU

ACCESS/VISA
WELCOME

WE HAVE BEEN IN BUSINESS FOR 1 YEAR AND WE WOULD LIKE TO CELEBRATE THIS FACT BY REDUCING OUR PRICES SO AS FROM THE TIME OF THIS ADVERT OUR PRICES ARE:

1 - 9.....£1.50 per disk
10+.....£1.25 per disk
20+.....£1.10 per disk

WHAT IS PUBLIC DOMAIN SOFTWARE ?

Many people have been frightened off from PUBLIC DOMAIN software over the years, hearing such things as....'it's cheap so it must be rubbish, NOT TRUE. Most PUBLIC DOMAIN software is written by very talented people throughout England and abroad. They put their talents in the library because they, for example, can't afford the expense of marketing their product, but, because they want their product to be seen, they are willing to put it out at no financial gain to themselves. Others hope that their talents will be seen and recognised by a software house who will in turn offer them a job (many people who put products into the PUBLIC DOMAIN now work for software houses).

Another common mistake heard is "ALL PUBLIC DOMAIN has got a virus on it". It is very rare thing to find a virus on PD these days, if any slip the net, most libraries of any repute will make sure that they are destroyed. PUBLIC DOMAIN software contains ANIMATIONS, MUSIC, GAMES, ARTSHOWS, UTILITIES and MUSIC/GRAPHIC DEMOS. DISKMAGS can also be found within the realms of PUBLIC DOMAIN.

We are not going to ramble on about being better than other PD libraries as you have heard it all before, what we will say is that as a member of our library, we can offer you the following:

*ALL disks used are quality BRANDED disks and are checked for any virus.
*Unlike many others we have NO MINIMUM ORDER.
*ALL prices include same day despatch by FIRST CLASS postage.
*NO commitment whatsoever.
*Over 1100 titles to choose from.
*Over 2000 members now in A.B.O.T.S
*By kind permission of Sandra Sharkey we are now authorised distributors of the excellent AMOS LICENCEWARE disks which are priced at £3.50 each as these are NOT PUBLIC DOMAIN and a percentage of the cost goes back to the author of the program.
*A very good range of the AMOS PUBLIC DOMAIN is also kept in stock.
*We have a JUNIOR PD SECTION in which all disks have been checked out for any offensive language/risque pictures etc...Joining offers for this section are the same as Offers A and B below but please state that it is the Junior PD library that you wish to join so that the appropriate disks are sent to you.
*Our catalogue disk is updated on the 25th of each month...Any members who send their current catalogue disk with an order may have their disk updated FREE OF CHARGE.
*Our highly acclaimed catalogue disk is now brimming with lists of DEMOS, MUSIC and GAMES PLUS MUCH MORE. All disks are now in their own sections for easy finding and all have a piece of music to accompany them. Also on the disk you will find A DEMOS plus a PD GAME.

OUR JOINING OFFERS ARE AS FOLLOWS:

OFFER A
Catalogue Disk +
FREE MEMBERSHIP
Price £1.50

OFFER B
Catalogue Disk +
5 Disks containing
Utilities, Games, Demos
etc...All 6 Disks + FREE
MEMBERSHIP
PRICE £7.00

OFFER C
As Offer B but for
1 MEG OWNERS
ONLY
Price £7.00

OVERSEAS PRICES ARE AS FOLLOWS:

OFFER A.....£2.00
OFFER B.....£9.00
THEREAFTER ALL DISKS ARE PRICED AT £2.00 EACH.

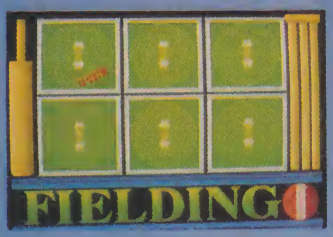
MONEY ORDERS MUST ACCOMPANY ORDERS FROM ABROAD

PLEASE PRINT CLEARLY YOUR NAME AND ADDRESS AND JOINING OFFER THAT YOU WISH AND SEND TO THE ADDRESS AT THE TOP OF THIS ADVERT. PLEASE MAKE ALL CHEQUES/POSTAL ORDERS PAYABLE TO **A BIT ON THE SIDE.**

CRICKET









● FULL ANIMATED ACTION ● SAMPLED SOUND EFFECTS ● ONE OR TWO PLAYER ACTIO
● SELECT FROM A NUMBER OF TEAMS & PLAYERS, OR CREATE YOUR OWN
● CHANGE YOUR FIELD PLACEMENTS AT ANY STAGE OF THE INNINGS

The longest, hottest summer of cricket is about to begin!



AVAILABLE NOW
AMIGA ONLY (1 MEG REQD)

Access **£29.99** VISA

SOUNDWARE INTERNATIONAL

Enterprise House, Blackhorse Road, Letchworth, Herts SG6 1HL
Tel (0462) 482246 Fax (0462) 673227

FAMOUS FIVE
- FIVE ON A TREASURE ISLAND



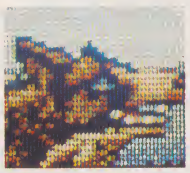
Enid Blyton's wizard Famous Five books have sold simply squillions of copies world-wide and have been translated into dozens of languages. Now you get the chance to play the super Five as they embark on a spiffing adventure to a mysterious treasure island.











Based on the book Five On A Treasure Island, we find our courageous heroes Julian, Anne, Dick, George and Timmy the dog holidaying with their Aunt Fanny in the town of Kirrin. Nearby is the mysterious Kirrin island and its hidden treasure...

The game is a run of the mill adventure with some natty pictures. The puzzles are usually quite straightforward, though some really do need some brainwork. None of the five can get hurt, though they seem to be good at getting lost or trapped.

The parser is jolly whizzo. It understands lots and lots of commands; Julian was really suprised when he attempted to kick uncle Quentin and was sent home!

Our five heroes are full of jolly banter which is reflected in the text. Phrases such as 'Lawks! That hole looks frightfully deep, I do hope no one falls into it' and 'lashings of ginger beer' are all true to the book's style.

You can play any of the five and switch between them during the game, although Timmy is far more interested in chasing rabbits and sniffing trees! The rest of the five usually follow your character around, but don't be suprised if they go off on their own for even more jolly japes.

Five On A Treasure Island is a very risky licence which has been produced in an absolutely super way. It's a faithful reproduction of a book that has thrilled many children over the years. Fans of the book will adore this; anyone else might just throw up.

Mark Patterson



Pip! Pip! Isn't it rather splendid to be middle class? Terribly nice jaunts for the Famous Five. (Goodness knows what they're famous for!)

ENIGMA £24.99

'Terribly smashing antics for nostalgia buffs. . .'

GRAPHICS	78%
SOUND	N/A%
LASTABILITY	74%
PLAYABILITY	78%
OVERALL	**75%**

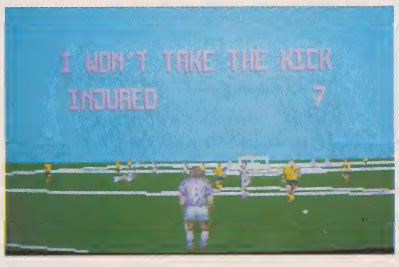
I PLAY 3D SOCCER

Trying to recreate a fast sport like soccer within the restraints imposed by the Amiga and its capabilities is a very brave step.While Simulmondo's effort is undeniably faster than MicroProse's game, it still doesn't come any where near the realism or speed that are necessary. Once a massive series of decidedly user-UNfriendly options have been bypassed, and the required options chosen, the game itself begins with a quick recce of the pitch, before the in-game view centres behind your selected player.

From this view, the computer then traces moves as the player whizzes all over the pitch in a vain attempt to gain possession of the ball. Where *I Play* fails is within this all-important control area. Although well animated, the player is cumbersome and slow to respond.



When coupled with the disorientating viewpoint, the game becomes confusing to play. I spent most of my time whizzing around the fast-moving pitch, whilst trying to coax my team-mates into giving me the ball. The full range of moves available include dribbling runs, huge punts and the usual array of throw-ins. To their credit, Simulmondo have also incorporated almost all of the original's rules – including off-side. The trouble seems to be unwieldy control and unexciting action. The result is a very smart looking game with very little substance.



Steve Merrett

IMPRESSIONS £19.99

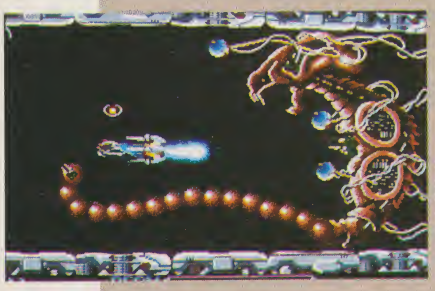
'A good effort, but sadly lacking in gameplay'

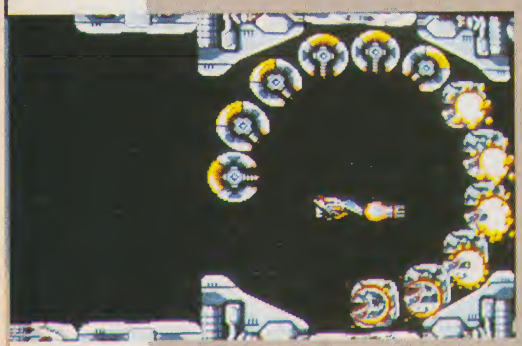
GRAPHICS	65%
SOUND	63%
LASTABILITY	41%
PLAYABILITY	49%
OVERALL	**53%**

BUDGET GAME OF THE MONTH

R-TYPE

One of the most addictive arcade games, this conversion retains many of the original features. A truly playable game which can bring out withdrawal symptoms of sweaty palms and itchy fingers if you go too long without the *R-Type* experience. Once again, a life and death battle is being fought in outer space. Your job is to save the universe from some very strange looking creatures. Defend yourself from weird robotic killing machines and vicious reptilians with venomous spittle. By shooting enemy aircraft, valuable weapons can be collected. One of the most effective is the Force (and may it be with you), which can be attached to the ship's front providing a force field against foes.The eight levels of combat provide different arenas of gameplay and excitement. The multifarious aliens are visually interesting and a real challenge to destroy. Especial nasties are the almost invincible snake-like creatures whose Achilles heel is a blue orb on its belly. How the mighty fall! A useful tool is the maximum killer beam, obtained by keeping the finger pressed on the fire button. It's a deadly weapon which can blast through three aliens. *R-Type* is a challenging and difficult shoot 'em up. A great game to become absorbed in if life has become too easy.





OCEAN/THE HIT SQUAD £7.99 OUT NOW 91%

OPERATION WOLF

Maniacal, homicidal terrorists will go apeshit over this game. Flak jackets are the essential fashion accessory when playing *Operation Wolf* – the ultimate suicide rescue mission, in which the enemy shoots at you from the screen. Your task is to destroy everything in sight. Or almost. Murdering innocent civilians or hostages is frowned upon. In fact, your conscience suffers so greatly that your energy level drops as low as a Vietnam Vet's. However, it is permissible to terminate animals, so cheer up. Quite handy, as some beasts drop a load of ammunition as they gasp their last.



There are six levels to slaughter your way through, ranging from jungle terrain to concentration camps, where you must rescue hostages. Use bullets sparingly as supplies are limited, and save grenades for tanks and helicopters.

The bright and colourful graphics make this a jolly romp. The large sprites which seem to loom very close are a genuine threat to contend with. The soundtrack emulates gunfire convincingly, so turn the volume full on.

Operation Wolf will be appreciated by Rambo lovers. The difficulty level of this game is fairly high, so chances of becoming bored are limited. The prospect of dying time and again will fail to deter even the most hardened of punters from trying to reach that elusive sixth level.



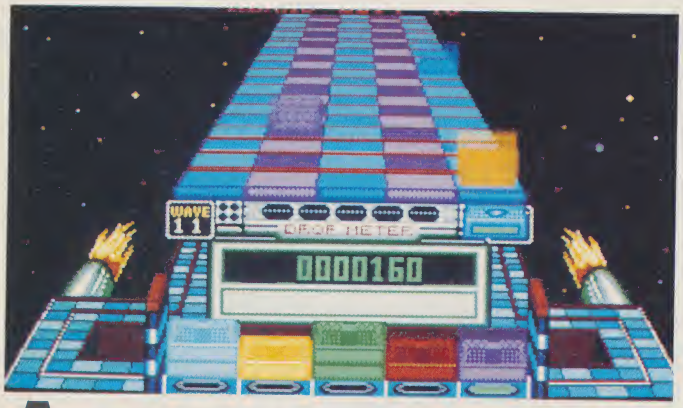


OCEAN/THE HIT SQUAD £7.99 OUT NOW 71%

VFM

Money too tight to mention? Bank balance edging further into the red? Fear not! Fiona Keating takes a monthly look at cut-price budget and compilation games that won't burn a hole in your pocket.

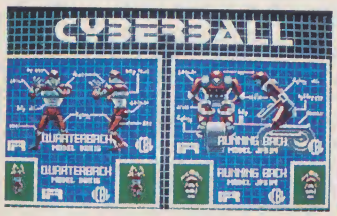
THE WINNING TEAM



An eclectic collection of games from the stables of Domark. A truly bizarre box of tricks which range from puzzle games to cops 'n' robbers.

Escape from the Planet of the Robot Monsters is probably the most enjoyable of the pack. Imagine yourself as a lantern-jawed hero liberating hostages and destroying rampaging robots.The game has very amusing touches; watch out for the impaler, which can leave you feeling holier than the pope! *Escape* has great appeal for romantics who love risking death just to walk into the sunset saying, 'Gee, it was nothing'.

Coming down to earth with a bump, *APB* (All Points Bulletin) involves arresting the scum of the streets. Catching an offender is great fun. Obtain a confession and earn a pat on the back. But kill an innocent bystander and get bawled out; the chief literally breathes fire! Unfortunately, the graphics are disappointing, the road being a disgusting purple hue. A game which has many fans, *APB* is of 'The Laughing Policeman' ilk, rather than a tough 'Hill Street Blues'.

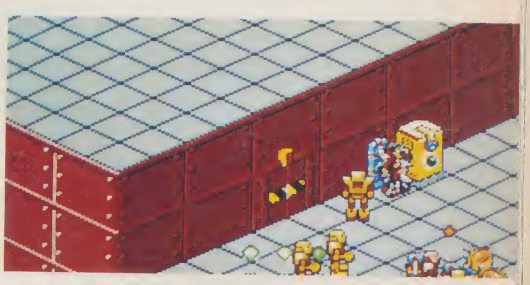




Klax is either a very addictive or annoying puzzle game, depending on whether you go wild for stacking coloured tiles. The object is to make Klaxes – same coloured stacks of tiles. Your paddle can hold up to five tiles, so aim to be a super hod carrier. Should you drop more tiles than allowed, or if all the bins become full, the game will end. A speed up option will make the tiles come whizzing towards you, so watch out! *Klax* is a potentially absorbing game although it does not have much depth nor does it need much brain power. Best played when in zombie mood.

Vindicators will be your nirvana if you love bustling your way through a booby trapped landscape. On a merry path of mayhem, destroy control centres and enemy tanks. Equip yourself with Battle stars which bestow smart shots and bomb cannons. What more can one ask for? Perhaps better graphics, as these are fairly rudimentary. Have fun getting tanked up and blasted to kingdom come with *Vindicators*.

Cyberball is futuristic entertainment for would-be Jerry Rices or Joe Montanas. An extensive knowledge of American football is needed. Otherwise, prepare to be fazed by terms such as offensive and defensive modes, plus laterals and blitzes! The action hots up when a damaged player



explodes in possession. Be wary of the ball's status as it can explode, destroying anyone in possession. *Cyberball* is not the most addictive game to play as it is very static with limited animations. The players seem arthritic and old before their time. Play it as a last resort.

DOMARK OUT NOW
£29.99 89%

THE MONSTER PACK

Monster by name, monster by nature. Three very different and challenging games to while away your whole life.

Shadow of the Beast was probably one of the most hyped games ever, although not without justification. The stylish graphics were some of the best to be seen. A nice touch was portraying the hero as a hideous, misshapen creature The great variety of monsters are awe inspiring. Indulge in fierce combat with giant green ants, winged harpies and neanderthal-like apes. Over 350 scrolling screens and 13 layers of parallax in both the ground and the skyf should keep the appetite whetted, as will the scenarios which appear in between the arcadey sequences. Unfortunately, the action does not match up to the excellent graphics and animation. Fairly standard beat 'em up action which gets routine after despatching a seemingly endless array of exotic beasties. A great game to be admired for its wonderful graphics and highly addictive quality.



Your mission in *Infestation* is to seek out alien eggs and destroy them with cyanide gas. Not terribly sociable but life is tough, n'est pas? Surprisingly, the graphics are rather uninspiring. There is not much detail in the terrain of Alpha II, nor will the creatures that you encounter provoke much anxiety or terror. However, this is compensated by the great depth this game has – there is the surface to explore, plus travelling through the corridors and rooms of the complex which contains the enemy. *Infestation* is supposed to be a space fantasy but is really an intergalactic bore. A shame to say that the most interesting thing that can happen is being poisoned by vicious moon marauders.

Get fuelled up for *Nitro*, a Wacky Races style car game. There are over 30 races to compete in, and over 4 different types of terrain, in day and night sections. Choose between three cars. Are you in Formula 1, sports car or turbo buggy mood? As you race along the tarmac, collect cash which comes wafting in the breeze. Buying equipment from the shop is great fun. Kit yourself out with a better engine or a nitro booster which will have you zipping around like a manic Herbie. The graphics are well presented with much detail, ranging from buildings to grassy banks and stone pavements. *Nitro* is a great exponent of the racing game which (forgive the pun) will run and run.

PSYGNOSIS £24.99
OUT NOW 90%

VOLUME 1

WE WILL BEAT THAT PRICE UNTIL IT HURTS

WE WILL BEAT THAT PRICE UNTIL IT SCREAMS

DIAMOND

COMPUTER SYSTEMS LTD

On all OKI, Commodore & Philips computer products and peripherals, we **will** match any lower quoted price from **any** of our competitors and give you an **extra £5.00** off. This applies only to genuine U.K. stock. **Our staff will smile even if we lose money.**

NEW 1Mb AMIGA **PACK** NEW 1Mb AMIGA

AMIGA 500 MEGA PACK INCORPORATING AMIGA 500 +

- 512K RAM
- 1Mb Disk Drive
- 4096 Colours
- Mouse
- Extra 512k RAM with Clock
- Three Manuals
- Operating System
- Built-in Speech
- T.V. Modulator

ONLY **£289.00**

WITH

8833 MK II Colour Monitor
ONLY **£475.00**

NEW **PACK** NEW

AMIGA 500 ManU Football PACK INCORPORATING

- 512K RAM
- 1Mb Disk Drive
- 4096 Colours
- Mouse
- T.V. Modulator
- Three Manuals
- Operating System
- Built-in Speech Synthesis

*** MEGA PACK 20 GAMES ***
Man United, Totall Recall, Speed Ball II, Zenon II, Teenage Mutant Ninja Turtles, Final Battle, Stunt Car Racer, Golden Axe, Cadava, Super Off-Road Racer

ONLY **£295.00**
WITH
8833 MK II Colour Monitor
ONLY **£479.00**

PACK

ONLY WHILE STOCKS LAST

AMIGA 500 AXE PACK INCORPORATING

- 512K RAM
- 1Mb Disk Drive
- 4096 Colours
- Mouse
- T.V. Modulator
- Three Manuals
- Operating System
- Built-in Speech Synthesis

*** 10 GAMES ***
Golden Axe, Hard Drivin', Phobia, North & South, Silk Worm, Shockwave, Continental Circus, Turrican, Ninja Warriors
+ JOYSTICK

ONLY **£295.00**
WITH
8833 MK II Colour Monitor
ONLY **£479.00**

NEW **PACK** NEW

AMIGA 500 SKILL PACK INCORPORATING AMIGA 500 +

- Disk Storage Box
- 1Mb Disk Drive
- 4096 Colours
- Mouse
- T.V. Modulator
- Dust Cover
- 10 3.5" Disks
- Three Manuals
- Operating System
- Built-in Speech Synthesis
- **EXTRA 512k RAM**
- Mouse Mat
- Dpaint II

DIAMOND MEGA 10 GAMES
Man United, Totall Recall, Speed Ball II, Zenon II, Teenage Mutant Ninja Turtles, Final attle, Stunt Car Racer, Golden Axe, Cadava, Super Off-Road Racer + Joystick

ONLY **£319.00**
WITH
8833 MK II Colour Monitor
ONLY **£499.00**

PACK

AMIGA 500 NINJA PACK INCORPORATING AMIGA 500 +

- Disk Storage Box
- 1Mb Disk Drive
- 4096 Colours
- Mouse
- T.V. Modulator
- Dust Cover
- 10 3.5" Disks
- Three Manuals
- Operating System
- Built-in Speech Synthesis
- **EXTRA 512k RAM**
- Mouse Mat
- Dpaint II

DIAMOND MEGA 10 GAMES
Golden Axe, Hard Drivin', Phobia, North & South, Silk Worm, Shockwave, Continental Circus, Turrican, X out, Ninja Warriors + Joystick

ONLY **£319.00**
WITH
8833 MK II Colour Monitor
ONLY **£499.00**

PACK

EDUCATION PACK FROM DIAMOND

- AMIGA 500
- 512k RAM board
- Mouse mat
- Dust Cover
- Funschool

ONLY **£299.00**

INSTRUCTIONAL VIDEOS
AMIGA MADE EASY part 1
ONLY **£13.00**
AMIGA MADE EASY part 2
ONLY **£13.00**

Volume Discounts and Educational Orders Accepted

All prices exclude VAT

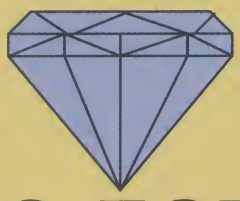
No. 1 FOR



Diamond Retail Outlets Around The United Kingdom

- Dorset ✆ 0202 716226
- Bristol ✆ 0272 693545
- Manchester ✆ 061 257 3999
- Southampton ✆ 0703 232777
- London ✆ 081 597 8851
- Warwickshire ✆ 0926 312155
- Edinburgh ✆ 031 554 3557

512k RAM
Upgrade
with clock
ONLY **£25.00**



512k RAM
Upgrade with clock
AND Disk Drive
ONLY **£69.00**

COMPUTERS FOR BUSINESS

At DIAMOND COMPUTER SYSTEMS we can provide you with expert advice on all your business requirements. We always have a large range of computers and software in stock. In addition to our desktop range of both Amigas and PC compatibles, we also carry a wide choice of laptops and personal organisers.

9 PIN QUALITY **PACK** Word Processor & DTP

AMIGA 500

* 512K RAM board
* Philips 8833 Mk II Monitor
* SWIFT 9 Colour
* Connecting Lead

PLUS HOME OFFICE
The ultimate word processor/DTP pack
* Intergrated Word Processor
* DTP
* Spreadsheet
* Database

£649.00

24 PIN QUALITY COLOUR **PACK** THE ULTIMATE PACK

AMIGA 500

PLUS HOME OFFICE
The ultimate word processor/DTP pack
* Integrated Word processor
* DTP
* Spreadsheet
* Database

PLUS
24 pin SWIFT 24 colour printer
Including colour kit
PLUS
512K RAM Board
Philips 8832 Mk II Monitor
£739.00

PACK

A590

20Mb Hard Disk with 2Mb RAM

* 20 FREE 3 1/2" disks
* 80 Disk Capacity, Disk Box

ONLY **£289.00**

A590 20Mb Hard Disk
0Mb RAM **£229.00**
512K RAM **£249.00**
1Mb RAM **£265.00**
2Mb RAM **£279.00**

IVS TRUMPCARD

D590 40Mb Hard Disk

0Mb RAM **£329.00**
2Mb RAM **£429.00**
4Mb RAM **£529.00**
6Mb RAM **£629.00**
8Mb RAM **£799.00**

For Details of Mr. Diamond's Incredible A2000 Part Exchange Deals, See Page 3 Of This Advertisment

LEISURE SOFTWARE SPECIALS

Golden Axe	£4.25
Hard Drivin'	£4.25
Phobia	£4.25
North and South	£4.25
Silkworm	£4.25
Shockwave	£4.25
Continental Circus	£4.25
Turrican	£4.25
X-Out	£4.25
Ninja Warriors	£4.25
Table Tennis	£4.25
Chess Player 2150	£4.25
Datastorm	£4.25
Dungeon Quest	£4.25
E-Motion	£4.25
Grand Monster Slam	£4.25
Kid Gloves	£4.25
Rick Dangerous	£4.25
RVF Honda	£4.25
Shufflepuck Cafe	£4.25
Soccer	£4.25
Menace	£4.25
Blood Money	£4.25

APPLICATION SOFTWARE

HOME OFFICE KIT ONLY £59.00
Due to popular demand Mr. Diamond is having an extra 1000 copies of this package made. It will be available in mid June. This package comprises a suite of six programs selected for their flawless performance and ease of operation. Everything you need to analyse your cashflow and produce a professional report.

Word Processor	KindWords2.0
Spreadsheet	MaxiPlan Plus
Database	InfoFile
Paint	Artist's Choice
Desk Top Publishing	PageSetter

PLUS
35 Cale Fonts and the Postscript utility LaserScript

GENLOCKS

Rendale 8802	£99.00
G2	£499.00

THE GREAT
DIAMOND PART EXCHANGE DEAL

TRADE IN YOUR OLD AMIGA 500 FOR ONE OF OUR NEW AMIGA 1500's.

You get the base unit plus the 1500 software pack comprising Deluxe Paint III (the video paint system) + four games. Their Finest Hour, Sim City, Populous, Battle Chess.
FREE collection from your home or office!
PRICE ONLY £425.00

With a monitor £599.00

DISKS DISKS DISKS
SONY BULK
3.5" 135 tpi
ONLY 35p each

WANT A 2000?
GOT A 500?

AMIGA POWER

SWAP IT
FOR ONLY
£299.00

GREAT AMIGA DEALS FROM DIAMOND



AMIGA 1500

A 1500 1Mb RAM,
3.5" floppy disk drive,
base machine with 2x 3.5" floppy disks
and software pack **£559.00**

all above + Monitor **£735.00**

with XT Bridgeboard **£835.00**

INCREDIBLE PX OFFER

visit Mr. Diamond and discover what your A500 is worth in part exchange

XT Bridgeboard
5.25" floppy drive **£129.00**

AT Bridgeboard with either
3.5" or 5.25" floppy drive **£499.00**

AMIGA 3000

The NEW
Commodore AMIGA

AMIGA 3000-25-40 25Mhz, 40 Mb hard disk
£1995.00

AMIGA 3000-25-100 25Mhz, 100Mb hard disk
£2295.00

AMIGA 3000 4Mb RAM expansion
£299.00

This machine is a veritable workstation; it comes with Workbench 2.0 - The new Commodore Multi-tasking Operating System - It can run the normal video monitor or a multisync monitor without having to fit a flicker fixer. It can even run under UNIX. This is the machine to set the standard for professional use in the 1990's.

AMIGA 2000

If you have reached the limits of the A500 then take advantage of the **Diamond Part Exchange Upgrade Option.** Swap your 1Mb A500 for an A200 for **ONLY £299.00**

Mr. DIAMOND AMIGA 2000 PACK
A2000 Rev. B 48Mb Autobooting Hard Disk, 28ms average access ONLY **£789.00**
With Colour Stereo Monitor ONLY **£959.00**

A2000 base machine **£399.00**
Ex-demo A2000 **£549.00**

PC XT & AT Compatibility for AMIGA
XT Bridgeboard
5.25" floppy drive **£129.00**
AT Bridgeboard with either
3.5" or 5.25" floppy drive **£499.00**

IVS TRUMPCARD for AMIGA 1500 & 2000

The IVS Trumpcard is the top selling SCSI hard drive controller. Representing the latest in technology directly from the USA, it will fit in either the A1500 or A2000. It is the only controller which will support IBM, Amiga and Apple MAC partitions on one hard disk. This allows you to run software for the three main hardware platforms in one machine. No more compatibility problems, only one computer can do this.

HARD DRIVE UNITS

ST157N-1	48Mb 28ms	£199.00
ST177N-1	60Mb 20ms	£239.00
ST1096N	83Mb 20ms	£285.00
ST296N	84Mb 28ms	£239.00
ST1126N	111Mb 15ms	£449.00
ST11262N	142Mb 15ms	£499.00
ST1201N	177Mb 15ms	£599.00
ST1239N	211Mb 15ms	£629.00
SYQUEST	44Mb 28ms removeable cartridge drive.	£539.00
IVS Trumpcard for above add		£99.00
Installation and formatting		£25.00

Memory Upgrades for your **Amiga 1500 & 2000** with the **SUPRA 8Mb RAM board**

Bare board **£69.00**

2Mb populated **£59.00**
4Mb populated **£117.00**
6Mb populated **£175.00**
8Mb populated **£233.00**

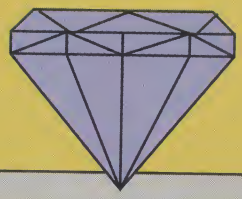
High Res
1024 x 768, 0.28 dot pitch
Multisync Monitor
£295.00

AMIGA
3.5" external
Drive
£45.00

To get those flicker free high res modes, use the FLICKER FIXER video card. ONLY **£259.00**

Speed Up
your 1500, 2000, 3000 with a Co-processor Board
Phone for details

PHILIPS
8833 MkII colour monitor
only **£199**



CDTV AT LAST IT'S HERE!

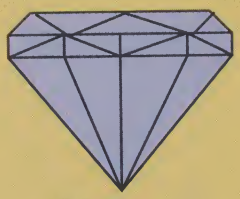
What is CDTV? Are you confused by all the hype? If you are then why not come in to one of our shops for a full demonstration of this exciting new medium.

Great Part Exchange Offers.
Come in and find out how much your old Amiga 500 is worth in exchange for a CDTV system.

CDTV THE SOFTWARE

Time Table of Science & Innovation	£34.03	R	Lemmings	£29.78	E
Time Table of Business Politics	£34.03	R	Xenon II : Megablast	£25.52	E
Dr. Wellman	£46.80	R	Indoor Sports	£25.52	E
The New Basics Electric Cook Book	£34.03	R	Mind Run	£25.52	D
World Vista Atlas	£46.80	R	Thomas's Snowsuit	£29.78	D
All Dogs Go To Heaven, Electric Crayon	£29.78	E	Scary Poems for Rotten Kids	£34.03	D
Classic Board Games	£29.78	E	Paper Bag Princess	£29.78	D
American Heritage Dictionary	£42.54	R	The Tales of Peter Rabbit	£34.03	D
Complete Works of Shakespeare	£29.78	R	Mud Puddle	£29.78	D
Illustrated Holy Bible	£29.78	R	LTV English	£29.78	D
Music Maker	£29.78	M	Advance Military Systems Series	£25.52	A
Barney Bear Goes to School	£25.52	D	Many Roads to Murder	£25.52	E
Fun School 3 (for under 5's)	£21.27	D	Snoopy	£25.52	E
My Paint	£25.52	D	Spirit of Excalibur	£29.78	E
Women In Motion	£25.52	A	Horse Racing	£25.52	E
Psycho Killer	£25.52	E	Garden Plants	£29.78	A
Wrath of the Demon	£25.52	E	Trees and Shrubs	£29.78	A
Case of the Cautious Condor	£29.78	E	Fruits , Vegetables and Herbs	£29.78	A
Battlestorm	£25.52	E	Hutchinsons Encyclopeadia	£42.54	R
Animated Colouring Book	£17.01	A	Ninja Highschool Comix	£14.46	E
Sim City	£25.52	E	Dinosaurs for Hire	£14.46	E
A Bun for Barney	£29.78	D	Basketball	£25.52	E
Defender of the Crown	£25.52	E	Battlechess	£38.29	E
Indoor Plants	£29.78	A			

[R]eference [E]ntertainment [M]usic E[D]ucation [A]rts & Leisure



THE LEISURE SOFTWARE SPECIAL

RETAIL SALES PROMOTION

For the month of this coverdate we will be offering a 40% discount on Amiga leisure software to our retail customers. To qualify for this special promotion you must be a member of the Mr. Diamond software club. We are offering membership for £5.00 until the August renewal date when it is £20.00 for one year. Please bring this advertisment with you.

This discount works out like this:

Lemmings Normal Price £25.99 Club Price

We are also running promotions on some applications software. For instance, Music-X 's reccomended price is £249.00. Mr Diamond is offering it to club members at only £49.00 . Please bring this advertisment with you.

We also have a large range of budget titles for our club members.

ICON PAINT	£4.25	Final Battle	£4.25
Man United	£4.25	Stunt Car Racer	£4.25
Totall Recall	£4.25	Golden Axe	£4.25
Speed Ball II	£4.25	Cadava	£4.25
Zenon II	£4.25	Super Off-Road Racer	£4.25
Teenage Mutant Ninja Turtles	£4.25		

Mr. Diamond is also offering a 25% discout on all ABACUS books. Please bring thre voucher on the next page.

D501 512k RAM card + clock
ONLY £25.00

D501 512k RAM card + Disk Drive ONLY £69.00

CHIPS & DISKS

We only sell new chips

A590 Memory chips
0.5Mb £15.00
1.0Mb £30.00
2.0Mb £59.00
A590 2Mb Populated £279.00

8UP BOARD & CHIPS
Bare Board (0Mb) £69.00
add cost of RAM to your specification
2Mb +£59.00
4Mb +£117.00
6Mb +£175.00
8Mb +£233.00

DISK CONTROLLER CARDS

The GRANDSLAM, new SCSI controller from IVS. Extra Parallel port - space for 8Mb on board RAM
ONLY £199.00

NEXUS SCSI hard disk controller card - space for 8Mb on board RAM.
ONLY £175.00

MONITORS

ALL PHILIPS U.K. MONITORS HAVE 1 YEAR ON SITE GUARANTEE



PHILIPS 8833(U.K.)
Colour Monitor with stereo sound
+ FREE LEAD & DUST COVER
Only £199.00

DIAMOND Multisync Monitor
Only£295.00
COMMODORE 1084/s
Only £189.00
COMMODORE 1084/SD Monitor
Only £199.00

DISKS

FOR A LIMITED PERIOD WE ARE SELLING HIGH QUALITY 3.5" SONY BULK DISKS AT ONLY £0.30 EACH

PRINTERS & RIBBONS

STAR LC200 COLOUR	£163.00
CITIZEN 124D	£162.00
OKIDATA LASER 400	£599.00
PHILIPS MNS 1432	£99.00
CITIZEN SWIFT 24	P.O.A.
WITH COLOUR	P.O.A.
PANASONIC KXP/1123	£159.00
OKIMATE 20	£130.00
STAR LC MONO	£119.00
STAR LC/24/10	P.O.A.

RIBBONS	QUANTITY EACH 2	6	12
OKI 20 COLOUR	£7.00	£6.50	£6.20
OKI 20 BLACK	£6.60	£6.20	£6.00
PANASONIC KXP/1124	£7.50	£7.00	£6.50
KXP1080/1/2/3	£3.95	£3.80	£3.60
JUKI 6100	£1.75	£1.60	£1.50
M.TALLY MT80	£3.50	£2.70	£2.50
STAR LC10	£3.95	£3.70	£3.50
STAR LC10 COLOUR	£6.50	£6.00	£5.50
STAR LC24/10	£6.50	£5.90	£5.50
EPSON LX800	£2.50	£2.10	£1.90
AMSTRAD PMP4000	£3.85	£3.70	£3.40

APPLICATIONS

XCAD Designer	£59.00
Platinum Works!	£75.00
Transcript W/P	£25.00
ProPage 2.0	£99.00
ProDraw 2.0	£69.00
Superbase 4.0	£99.00
Hyperbook	£29.00
Descartes Maths	£19.00

VIDEO SECTION

PAINT		FRAMEGRAB	
Deluxe Paint III	£49.00	DigiView Gold 4.0	£75.00
Digipaint III	£50.00	Rombo Vidi	£69.00
Photon Paint II	£20.00	Disney Animation Studio	£70.00
Spritz	£3.00		
Icon Paint	£3.00		
Comic Setter	£20.00		

VIDEO TITLING
Video Studio £99.00

AUDIO MUSIC AUDIO

All the latest and best audio and music packages from Mr. Diamond at the keenest prices

MusicX ver 1.1	£59.00
Perfect Sound	£39.00
Audio Engineer	£149.00
MasterSound	£25.00
Quartet	£33.00
MIDI I/F	£26.00
Keyboard	£25.00

HOW TO ORDER

Simply telephone through your order, giving your Access or Visa card Number or send a cheque or postal order to your Local Dealer.
All prices exclude VAT unless otherwise stated.
Next Day Courier Service Delivery **£10.00**
Please allow 5 working days for cheque clearance.
Bankers drafts clear on the same day
All prices are correct at time of going to press but may change without notice.

THE DIAMOND PRICE PLEDGE

"In the extremely unlikely event that you are able to find a better price on any goods currently available through Diamond, then we will match that price; and on Commodore & Philips products we will not only match the price of our competitors, we will even give you £5.00 as well."

This does not apply to sales or special prices and only applies at the time of purchase.

LHC Microsales
121 Regents Street
Leamington Spa - Warks
TEL 0926 312155
FAX 0926 883432

▼ OPEN ON SUNDAYS ▼

Diamond Computers Ltd
144 Ferry Road
Edinburgh
Scotland
TEL 031 554 3557

▲ OPEN ON SUNDAYS ▲

Diamond Computers Ltd
1022 Stockport Road
Manchester
TEL 061 257 3999
FAX 061 257 3997

Diamond Computers Ltd
84 Lodge Road
SOUTHAMPTON
TEL 0703 232777
FAX 0703 232679

Diamond Computers Ltd
406 Ashly Road
POOLE - Dorset
TEL 0202 716226
FAX

Diamond Computers Ltd
227 Filton Avenue
Bristol
TEL 0272 693545
FAX 0272 693223

LAN Computer Systems
1045 High Road
Chadwell Heath -
Romford
TEL 081 597 8851
FAX 081 590 8959

This Voucher is worth 25% off all ABACUS computer books
WHEN ORDERING PLEASE QUOTE **CU07**



Always attack magic users first. If you hang around for too long they'll summon extra characters.

BARDS TAL



Only a band of untrained wimps stands between the Mad God and total power. By following CU's train-a-hero guide they just might stand a chance. . . .

CHARACTERS

The best combination of characters is a paladin, monk, bard, rogue, conjuror and magician. Put computer controlled characters in slot four and move the rogue to slot five. He can hide in the shadows and leap out to attack no matter what position he finds himself in.

Make sure one of the mages learns all the spells from every class. This makes things difficult to start with, but it pays off in the long term. The other mage has to advance through spell classes as fast as possible. Try to make him an archmage before attempting the first dungeon.

Monks are incredibly useful beings. Until they reach level six they should be armed, after that their bare hands do more damage.

SKARA BRAE - THE RUINS

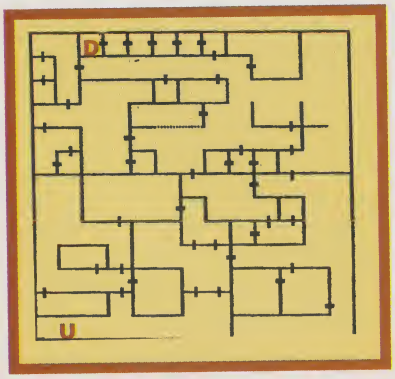
When you've created your first level characters and collected some basic equipment from the supply dump opposite the city gate, the next thing to do is gain some experience. Don't venture into the dungeon yet, your party won't survive their first encounter. Start off by cleaning up the town. Killing Hookfangs, snakes and warriors is a great way to build experience. Keep bard songs playing constantly to recharge spell points and provide extra attacks during combat. Don't use your harmonic gems, it's no trouble to stand out in the sun to recharge spell points. Use figurines to get extra characters.

As soon as the party has enough experience to advance a level, take them to the review board.

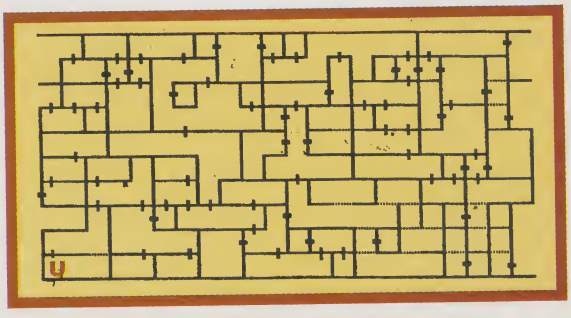
SKARA BRAE - THE CATACOMBS

Once the party have got a good range of offensive spells, it's time to descend into the Catacombs. Use shield spells to keep the party well protected and bard songs to provide the chance to run away from difficult confrontations. Attack large groups of single monster types with mass damage spells such as Dragon's Breath and War Strike.

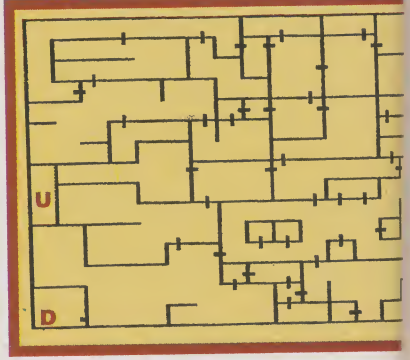
When the party is sufficiently experienced it's time to move onto the real test, Unterbrae.



Left: Catacombs 1



Above: Catacombs 2



Right: Unterbrae 3

HINTS AND TIPS

- Try to find a Shadow Shiv, this is the best weapon for a thief
- Dayblades are the first powerful paladin weapon you'll come across
- Use Harmonic gems very sparingly. Save them for the later levels
- Don't forget that a thief can reach any target during combat
- Low level spells like Arc Fire are very powerful when cast by high level characters

ALE III









UNTERBRAE LEVEL 1

Go back to the priest at the entrance to the Catacombs and tell him Tarjan. Don't descend any further into Unterbrae until you have some really powerful spells such as Stone Touch and Mind Blade. Keep returning to the guild for more spells and advancement.

The stairs to level two lie in the far north of the level, along with a magic mouth. When the mouth asks you for the rhyming word tell it Blue.

UNTERBRAE LEVEL 2



The going gets tough when you reach this level. Undead creatures now have the power to age a character. This is the last level where you can afford to get into full blown combat. Towards the south of the level.is a series of invisible walls. Get past these and tell the magic mouth embedded in the wall the word, 'Shadow', to find the next set of stairs.

UNTERBRAE LEVEL 3

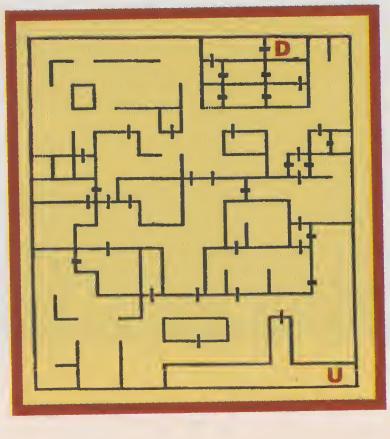
Take a breather. The exit's just around the corner. 'Sword' will inform the magic mouth to let you pass.

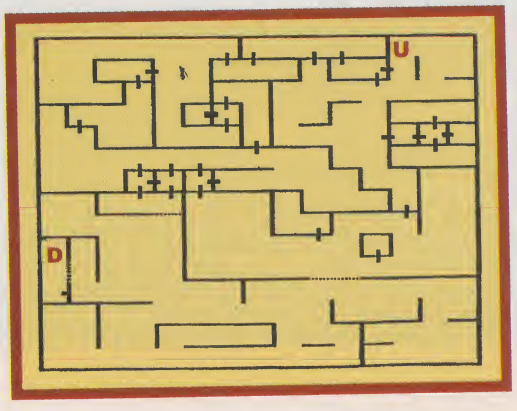
UNTERBRAE LEVEL 4

The first section is one massive spinner. Work your way along the west wall to clear it. Part two is very straightforward. Keep to the west wall then sprint forward. The south wall, however, follows you right up to part three, so there's no turning back now. Once more, keep to the west wall and head north. This is an area of magic darkness, so be careful. When you can go no further, you've reached the dark one's domain.

UNTERBRAE BRILHASTI AP TAJ

Before you face Brilhasti cast shield spells. Get your bard singing any songs that could help, and then cross your fingers and enter. In the first round of combat cast Anti-magic spells and, if the mages have it, Preclusion. Stone Touch and Death Strike are useful against Brilhasti's buddies, and if you have a wizard, use Baylor's Spell Bind to trap Brilhasti himself. Don't worry too much about characters getting killed. They still earn plenty of experience points if the dark one is killed and at least one member of your party is still standing. You should now have a chronomancer.





Left: Unterbrae 2
Middle : Unterbrae 1
Far Left: Unterbrae 4

U – Stairs up
D – Stairs down

Once again, Mark 'Tip off the ol' Block' Patterson rushes to the rescue of gamesplayers everywhere with a goody bag of amazing hits, tips and cheats to help you out.



CRYSTALS OF ARBOREA

Having trouble finding your crystal balls? Go to the main character screen, select Jarel then click on the bottles icon. Now press CTRL and V to get full life points plus all the special abilities.

TURRICAN 2

Rainbow Arts' armour-clad bastion of justice isn't quite as infallible as he'd like to think. Give him a hand by selecting tune one then typing in 42 and pressing escape twice. This should make him virtually indestructible.

STRIDER 2

Strider doesn't seem to realise the Cold War's over in US Gold's Crimble hit. If it's proving a little tough for you, press help, left and 1 together. Pressing keys 1-5 will skip through the levels and F1-F4 will teleport Strider to the corresponding level.

CHIP'S CHALLENGE

Nerdy Chip is having a hard time with his girlie. There's 145 levels and no light at the end of the tunnel, until now. Simply press C to teleport to the next level.



With all these budget games entering the charts we thought it was about time we pooled our collective brain cell to produce a cheats corner for cut price games freaks.

SHINOBI

Currently doing the rounds on the Fists Of Fury compilation, Shinobi originally came from Virgin in the summer of '89. For infinite credits pause the game and type in LARSXVIII.

NINJA WARRIORS

Also on Fists of Fury is *Ninja Warriors*, is another beat 'em up about towel clad assasins. Try pressing capslock and then typing in one of the following: SKIPPY, A SMALL STEP FOR MAN KIND, THE TERMINATOR, MONTY PYTHON, STEVE AUSTIN. After you've typed one in press capslock again.





SILKWORM

Sales Curve's arcade conversion smash earned re-release of the month in the March issue. To get inifinite helicopters and jeeps call up the control options screen and type in SCRAP28. If that fails hold the help key down when you start the game and use the function keys to skip levels.

DYNAMITE DUX

Two cheats for Daffy and his mate, one sensible the other silly. On the title screen type in CHEAT for infinite lives, or NUDE for a rather pervy effect.

PLATOON

If you're out hunting Charlie in the Jungles of the Mekon and coming under enemy fire, try typing in HAMBURGER HILL on the title screen and then press F2, F3 or F4 to skip levels. When things get really bad and the brown matter starts to hit the fan, hit F5 for infinite energy.



ARKANOID 2

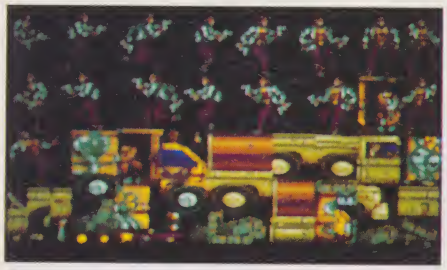
Doh's re-released revenge is causing more than a few people headaches. Dissolve these two cheats in a glass of water, mix and swallow. Press capslock and type in DALEY88 for infinite lives or, on the title screen, type in PETER-JOHNSONWANTSCHEAT then use S to skip levels.



PLAY TO WIN

PREDATOR 2

What with rampaging Druglords, Junkies and a seven-foot-tall invisible alien tearing the spines out of everyone he meets, Danny Glover really does need some help. Pause the game, then type in YOUR ONE UGLY MOTHER, unpause and presto, Infinite lives.



VIZ

Virgin's rib tickling censor offender is difficult to say the least. On the character selection screen type in WHAT A GREAT LOAD OF B******S (be creative with the asterisks) and the border will change colour. Use keys 1-5 to skip levels.





SWIV

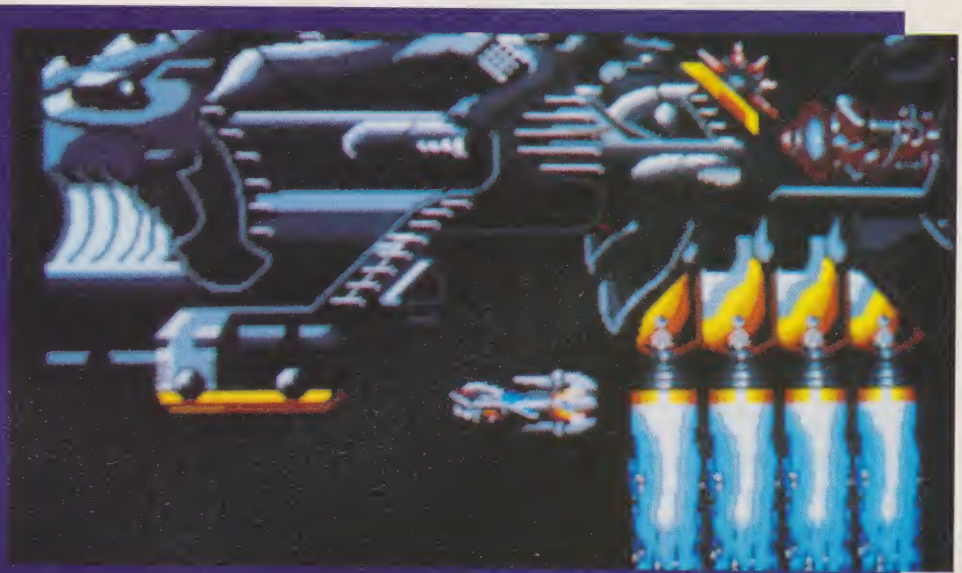
If liberating the free world is proving tough pause the game and type in NCC-1701 (as in The Enterprise's registration number) followed by return. Unpause the game and you should have infinite jeeps and helicopters.

WIZBALL

Type in RAINBOW at any time during the game without pausing. Done that? Now hit pause and press C to fill the pot, S to complete a level and T to complete the game.

AFTERBURNER

This is one of the worst conversions I have ever had the misfortune to play. It's got duff graphics, dire sound and non-existant gameplay, making it a very bad buy. Still, if you've bought it and want to get a few more minutes' play out of the game, type in THUNDERBLADE when the game is paused. G will then replenish your missiles, whilst N will give you extra lives, and < and > will jump you back and forth a stage.







R-TYPE

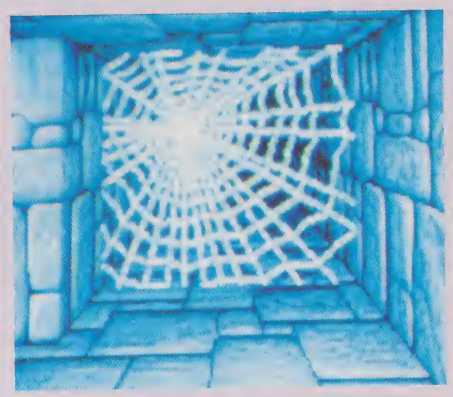
Play this game until you get onto the high-score table and, instead of your name, enter the name SIMATRA. Start the game again as normal, and you'll be blessed with infinite lives.

EYE of THE BEHOLDER

Matt Regan, looking bruised and beaten after months of exploring, emerges with the low-down on USG's epic adventure.



Encountering one of *Eye*'s many deadly inhabitants. If possible, though, try to plan a route so that a confrontation can be avoided.



Clues (including webs and weapons) to which of the many creatures you'll encounter can be found by scooting around.



Look everywhere, as useful items are hidden around every corner. Life can become extremely hard if you overlook one area.

STARTING THE GAME

Once the game's afoot, use the camp option immediately to gain spells for the magic-using characters. Cure Light Wounds is a good choice for the cleric, and Detect Magic and Magic Missile are standard fare for the mages. Be sure to use spells as often as possible to increase experience. When scrolls are found scribe them in the spell book quickly! Grab the bones in the first room, as later in the game you'll have the chance to resurrect the halfling. Monitor each character's food level carefully, but don't use rations until the bar is less than half full, as otherwise it's a waste of the food.



A well-balanced team is all-important, so don't take the creation scenes lightly.

LEVEL ONE

This is pretty straightforward, and the map helps to guide the party. Bear in mind that the areas marked "Proposed flood control block" will change from corridors to blocked walls depending on which way the party goes at the first turning. There are two secret passages, one at each end of the arm-like corridors in the southeast part of the level. Remember that some seemingly unopenable doors require items to be placed on pressure pads.

LEVEL TWO

This isn't too tricky, provided that the party cleric is used to turn the numerous undead found here. Either have the thief pick the locks on the doors or use the silver key - don't worry, there are others hidden in each section. Put daggers in the shaped holes found on the walls, as this opens up other parts of the level. Explore the Corrections Facility and Death Section,but watch out; the monsters here are quite tough!

LEVEL THREE

The kuo-toa and flinds that guard this level are no pushovers, so prepare offensive and protective spells in advance. Gems are the key, be sure to collect as many as you can. There's a



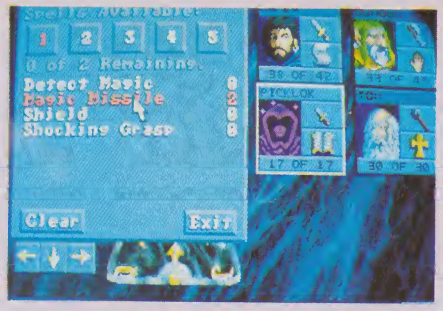
Oddly-coloured bricks and walls normally hide bonuses or other useful objects – so test every avenue. . . .

wand of magic missiles around, don't leave without it. Once you reach the set of corridors with demon faces in the walls, put a gem in each blank eye to open the centre room. Be very careful in the room marked as "Drainage to the 4th level" - it's very easy to get surrounded by pits, as I found to my horror!

LEVEL FOUR

This is the first dwarven level. The main enemy here is giant spiders, and their poison is extremely nasty. The level is accessed from one of two points on the level above, and one of them leads to a seemingly dead end. The northern wall



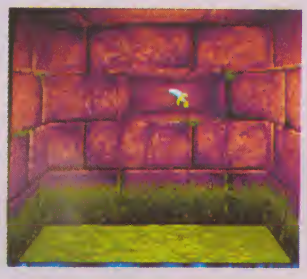


Distribute the many magical objects fairly between your team, and when they are needed pass them to the character most suitably equipped to using them. And make sure that each person has an object to defend themselves with.



When fighting select each of the characters in rotation. This will ensure that any one character doesn't take too many hits and die. Use the strongest ones first, and then rotate down the strength scale to the weakest and then through the ranks again.

will disappear as the party moves forward, provided that they go along the eastern corridor. Pulling the gargoyle statue's arm closes an awkward pit, and the dwarven key opens a door at one point. Make sure the party gets the +3 axe Drow Cleaver. Use ranged weapons and spells against the spiders wherever possible to avoid poisoning.

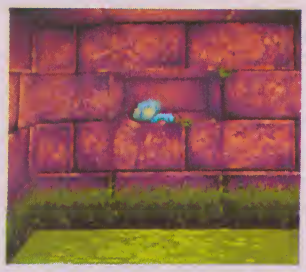


Certain traps can't be passed straight away, but the careful use of key objects will remove them.

LEVEL FIVE

Look out for the runes of safe passage; they mark illusionary walls. When you meet up with Armun, the dwarven leader, he'll give the party rations and a portal key. Take advantage of the offer of another fighter, as he's pretty tough. The cleric will raise any set of bones that the party possesses, so this will give you a sixth member. When you reach the pantry, be sure not to drink the potion; it's poison, as I discovered with the loss of one of my characters! However the other items on this level (such as plate mail) are all beneficial, with the exception of the sling which is cursed.

Right, that's it. The next seven levels are up to you! It's well worth mapping as you travel, but watch the compass as there are many spinners around. Explore everywhere, and look out for secret rooms and pressure plates. Happy adventuring!



As in *Dungeeon Master*, the alcoves hide useful objects - so make the most of them.





Mapping is all-important. It may be a long-winded process, but once drawn a map will allow you to work out the quickest and safest routes from point to point, and let you make notes on the whereabouts of useful objects.

CHOOSING A PARTY

It's important to start with a balanced party, as you'll need all the character classes to have a good chance of finishing the game. Put two fighters at the front, and one should be a specialist (ie a ranger or Paladin). Dwarves make great fighters, as their constitution can be as high as 19, and certain levels of the game have dwarven writing on the walls.

As for the two at the back, a cleric/thief and mage, or mage/thief and cleric, make an effective combination. Obviously the multi-classed character has to be an elf, half-elf, or some other non-human. Just make sure you've got both a cleric and a mage in the party, or things will be tricky.

A g\\\\litch in the game presents the player with a moral dilemma. It's possible to increase all the characters' stats to maximum, which has a significant effect on their abilities. There's no reason why you can't turn a blind eye to this, but considering the strength of will found in most gamers it's unlikely. Still, as there's no chance to improve the actual level it doesn't have quite such a devastating effect on your chances.

AMIGA direct

EUROPE'S NR. 1 AMIGA SPECIALISTS

PERSONAL CALLERS WELCOME
NR. 1 AMIGA SHOP
MON-FRI 9.30-17.30
SAT 9.00-12.00

NOW IN BRITAIN **"AMIGA DIRECT"** EUROPE'S TRAILBLAZING AMIGA CLUB, MORE THAN **12,000 MEMBERS.** DUE TO OUR INTERNATIONAL NETWORK (HOLLAND, BELGIUM, GERMANY, USA, SWEDEN & ENGLAND) YOU CAN NOW **SAVE HUNDREDS OF POUNDS ON RECOMMENDED** RETAIL PRICES. YOUR ONLY COMMITMENT IS TO PAY £10 FOR ONE YEARS **MEMBERSHIP.** WHEN YOU JOIN, YOU CAN CHOOSE ANY ONE OF THE FOLLOWING **FREE GIFTS, 1** MOUSEPAD, CONTINENTAL CIRCUS (VIRGIN), OR THE AMIGA DIRECT COPY DISK (15 PROGRAMS). YOU WILL ALSO RECEIVE 4 TIMES A YEAR A **FREE COLOUR CATALOGUE**, DISCOUNTS ON CERTAIN UK COMPUTER SHOWS ENTRANCE FEES AND SPECIAL OFFERS AT UNBEATABLE PRICES. **NO OBLIGATION TO BUY!!!** HOWEVER AT OUR UNBEATABLE PRICES YOU CAN'T RESIST.

PERSONAL CALLERS WELCOME

TOP 150 AMIGA GAMES

	MEMBER	RRP
A10 TANK KILLER	24.99	39.99
ACTION-STATION	18.99	29.99
AMOS GAMES CREATOR	27.99	49.99
AWESOME	19.99	34.99
ARMOUR GEDDON	14.99	25.99
ATF II	14.99	24.99
ATOMINO	14.99	25.99
BADLANDS	12.99	19.99
BATTLE COMMAND	14.99	24.99
BACKGAMMON ROYALE	14.99	24.99
BACK TO THE FUTURE III	14.99	24.99
BETRAYAL	18.99	29.99
BILLY THE KID	14.99	24.99
BRAT	14.99	24.99
CADAVER	14.99	24.99
CHAOS STRIKES BACK	14.99	24.99
CHASE HQ II	14.99	24.99
CHUCK ROCK	15.99	24.99
CODENAME ICEMAN	24.99	39.99
CONQUEST OF CAMELOT	24.99	39.99
ELVIRA	19.99	29.99
EPIC	18.99	29.99
ESCAPE FROM COLDITZ	18.99	29.99
ESWAT	14.99	24.99
F15 STRIKE-EAGLE II	18.99	29.99
F19 STEALTH MISSION	18.99	29.99
FLIGHT OF INTRUDER	18.99	29.99
GAUNTLET III	15.99	24.99
GENGHIS KHAN	19.99	29.99
GO	15.99	24.99
GODS	15.99	24.99
GOLDEN AXE	12.99	19.99
GREMLIN II	12.99	24.99
HARD DRIVIN' II	14.99	24.99
HARPOON	18.99	29.99
HILL STREET BLUES	14.99	24.99
HOLLYWOOD COLL. (4 Games)	18.99	29.99
HORROR ZOMBIES	15.99	24.99
HYDRA	14.99	24.99
INDY 500	15.99	24.99
KICK OFF II	15.99	24.99
KILLING CLOUD	14.99	24.99
KINGS QUEST IV	24.99	39.99
LOTUS ESPRIT TURBO	14.99	24.99
LEMMINGS	14.99	25.99
LEISURE SUITE LARRY III	24.99	39.99
LINE OF FIRE	14.99	24.99
MAGNETIC SCROLLS Vol.1 (3 Games)	19.99	29.99
M1 TANK PLATOON	18.99	29.99
MIDWINTER II	18.99	29.99
MIG 29 FULCRUM	19.99	34.99
MIGHTY BOMBJACK	14.99	24.99
MOONSHINE RACERS	15.99	24.99
NAM	18.99	29.99
NAVY SEALS	14.99	24.99
OBITUS	19.99	34.99
OCEAN POWER UP (5 Games)	18.99	29.99
PANZA KICK BOXING	15.99	24.99
POWERMONGER	18.99	29.99
POLICE QUEST II	24.99	39.99
PREDATOR II	14.99	24.99
PRINCE OF PERSIA	14.99	24.99
PRO TENNIS TOUR II	15.99	24.99
PSYGNOSIS MONSTER PACK (3 Games)	12.99	20.99
QUEST FOR GLORY II	24.99	39.99
RAILROAD TYCOON	18.99	29.99
ROBOCOP 2	15.99	24.99
SECRET OF MONKEY ISLAND	19.99	29.99
SHADOW OF THE BEAST II (+T-SHIRT)	19.99	34.99
SIM CITY/POPULOUS	19.99	29.99
SKI OR DIE	15.99	24.99
SKULLY CROSSBONES	14.99	24.99
SPACE QUEST III	24.99	39.99
SPEEDBALL II	14.99	24.99
SPIRIT OF EXCALIBER	19.99	29.99
STUN RUNNER	12.99	19.99
SUPER CARS II	14.99	24.99
SUPER MONACO GRAND PRIX	15.99	24.99
SUPREMACY	19.99	29.99
SWITCH BLADE II	14.99	24.99
SWIV	15.99	24.99
THE POWER	14.99	24.99
TOTAL RECALL	14.99	24.99
THEIR FINEST HOUR	19.99	29.99
TEENAGE MUTANT TURTLES	19.99	29.99
TOURNAMENT GOLF	14.99	24.99
TEAM SUZUKI	14.99	24.99
TIME WARP	24.99	44.99
TEAM YANKEE	19.99	29.99
TOYOTA CELICA GT	14.99	24.99
TURRICAN II	15.99	24.99
ULTIMA V	19.99	29.99
UMS II	18.99	29.99
UN SQUADRON	14.99	24.99
WARLOCK AVENGER	15.99	24.99
WINGS	18.99	29.99
WINNING TEAM (5 Games)	18.99	29.99
WOLF PACK	18.99	29.99
WORLD CHAMP'SHIP SOC'R	14.99	24.99
WONDERLAND	19.99	24.99

RAM EXPANSIONS

- A500 512K RAM CARD + ON/OFF SWITCH **£26.99**
- A500 512K + CLOCK + ON/OFF SWITCH **£29.99**
- A500 1.5Mb + CLOCK (INTERNAL) **£79.99**
- A2000 8Mb CARD (2Mb RAM) **£169.99**
- A500 2Mb RAM (EXTERNAL) **£199.99**
- A1000 2Mbyte CARD (EXTERNAL) **£199.99**

DISK DRIVES

- 3.5" INTERNAL A2000 ..... **£44.99**
- 3.5" EXTERNAL **£49.99**
- 5.25" EXTERNAL 40/80 TRACKS **£79.99**

ALL EXT. DRIVES WITH THRU PORT & ON/OFF SWITCH

MUSIC

	RRP	MEMBERS
AMAS - MIDI + DIGITIZER	**£99.99**	**£79.99**
FUTURE SOUND STEREO DIGITIZER .	**£89.99**	**£69.99**
MASTER SOUND AUDIO DIGITIZER ...	**£39.99**	**£29.99**
MIDI INTERFACE — 2 MIDI OUT/IN/THRU	**£29.99**	**£17.99**
PERFECT SOUND 3.0	**£79.99**	**£59.99**
SOUND EXPRESS STEREO DIGITIZER	**£39.99**	**£24.99**
ZYDEC ZYFI (Including 2 STEREO SPEAKERS & AMPS.)		**£29.99**

SPECIAL OFFERS

	RRP	MEMBERS
SILKWORM	**£19.99**	**£5.99**
LANCASTER	**19.99**	**6.99**
DEFENDER OF CROWN	**29.99**	**7.99**
CHRONO QUEST II	**29.99**	**7.99**
STREET HOCKEY	**19.99**	**8.99**
TURRICAN	**19.99**	**8.99**
NINJA REMIX	**24.99**	**8.99**
BOMBER BOB	**24.99**	**8.99**
SWORD OF SODAN	**29.99**	**8.99**
COLONELS BEQUEST	**39.99**	**14.99**

*** AS LONG AS STOCKS LAST**

AMIGA DIRECT NOW IN SWEDEN 0758 75400

4 WHITTON ROAD
TWICKENHAM
MIDDLESEX TW1 1BJ
ENGLAND
TEL. (44) 081-891 6704
FAX. (44) 081-892 8127

AMIGA direct

ALL PRICES INCLUDE VAT

PROFESSIONAL SOFTWARE

CAD CAM

	MEMBER	RRP
CALIGARI CONSUMER	119.99	199.99
INTRO CAD PLUS	69.99	99.99
MODELLER 3D	49.99	79.99
PROFESSIONAL DRAW 2.0	79.99	129.99

COMMUNICATIONS

	MEMBER	RRP
A TALK III	49.99	89.99
BAUD BANDIT	24.99	39.99
SKYLINE BBS SYSTEM	69.99	119.99

DESK TOP VIDEO & GRAPHICS

	MEMBER	RRP
ANIMAGIC	59.99	89.99
ART DEPARTMENT	49.99	89.99
ART DEPARTMENT PROFESSIONAL	99.99	149.99
BROADCASTER TITLER II	179.99	299.99
COMIC SETTER	39.99	69.99
DELUXE PAINT III	59.99	79.99
DELUXE PAINT III TUTORIAL	14.99	18.99
DELUX VIDEO III/PHOTOLAB	89.99	139.99
DIGIPAINT III	44.99	69.99
ELAN PERFORMER 2.0	69.99	109.99
IMAGINE	149.99	249.99
LIGHTS, CAMERA & ACTION	39.99	59.99
MOVIE SETTER	39.99	69.99
PAGE FLIPPER FX PAL	79.99	119.99
PAGE RENDER 3D	79.99	119.99
PRO VIDEO POST	149.99	249.99
3D PROFESSIONAL	219.99	349.99
SCULPT 4D JUNIOR	79.99	119.99
SCULPT 4D	249.99	499.99
SPECTRA COLOUR	49.99	79.99
TURBO SILVER 3D	89.99	139.99
TV TEXT PROFESSIONAL	79.99	129.99
TV SHOW	49.99	89.99
VIDEOSCAPE 3D	89.99	129.99
VIDEO TITLER 3D	69.99	99.99
VISTA	49.99	69.99
WALT DISNEY ANIM. STUDIO	69.99	99.99

DATABASES

	MEMBER	RRP
SUPERBASE PERSONAL II	39.99	99.99
SUPERBASE PROFESSIONAL	139.99	249.99

DESKTOP PUBLISHING

	MEMBER	RRP
PAGESTREAM 2.1	149.99	249.99
PAGESETTER 2.0	44.99	59.99
PELICAN PRESS	49.99	69.99
PROCLIPS CLIPART	14.99	29.99
PROFESSIONAL PAGE 2.0	169.99	299.99
PRINTMASTER PLUS	24.99	39.99

INTEGRATED PACKAGES

	MEMBER	RRP
AEGIS PAINT, DRAW, CLIPART, ANIMATION	14.99	49.99
GOLD DISK OFFICE	129.99	199.99

ACCOUNTS

	MEMBER	RRP
HOME ACCOUNTS	19.99	29.99
SYSTEM 3	29.99	49.99

MUSIC

	MEMBER	RRP
AUDIOMASTER III	49.99	89.99
BARS & PIPES	149.99	199.99
BARS & PIPES PRO	199.99	249.99
COPYIST APPRENTICE	59.99	89.99
COPYIST PROFESSIONAL	149.99	239.99
DELUXE MUSIC CONSTR. SET	49.99	69.99
MIDI RECORDING STUDIO	34.99	59.99
MUSIC X 1.1	59.99	149.99
MUSIC X JUNIOR	44.99	79.99
QUARTET	29.99	49.99
SONIX 2.0	39.99	69.99
TIGER CLUB	49.99	69.99

PROGRAMMING LANGUAGES

	MEMBER	RRP
AMIGA VISION	69.99	99.99
AREXX 3.0	29.99	49.99
AZTEC C DEVELOPER	139.99	199.99
AZTEC C PROFESSIONAL	89.99	129.99
BENCHMARK MODULA 2	89.99	169.99
DEVPAC 2.0	29.99	59.99
HISOFT BASIC	29.99	59.99
LATTICE C++	239.99	299.99
LATTICE CV 5.10	139.99	249.99
LOGO	39.99	49.99

SPREADSHEETS

	MEMBER	RRP
ADVANTAGE	79.99	129.99
MAXIPLAN PLUS	79.99	149.99

WORDPROCESSORS

	MEMBER	RRP
PEN PAL	69.99	129.99
PRO WRITE 3.1	79.99	149.99
TRANWRITE	29.99	49.99
WORD PERFECT 4.2	119.99	229.99

UTILITIES

	MEMBER	RRP
AMI ALIGNMENT KIT	24.99	39.99
BAD OPTIMIZER-disk utility	24.99	39.99
BUTCHER-graphic utility	22.99	34.99
CROSS DOS 4.0-ms dos utility	24.99	39.99
DISK MASTER 4.0	29.99	49.99
DISTANT SUNS-Astronomy	34.99	59.99
DOCTOR AMI-diagnostics	24.99	39.99
DUNLAP UTILITIES	39.99	59.99
GB ROUTE	32.99	39.99
HD EXPRESS	24.99	39.99
MAVIS BEACON TYPING	29.99	49.99
PIXMATE-graphic utility	29.99	49.99
QUARTERBACK 4.2-hard disk	39.99	59.99
QUARTERBACK TOOLS	49.99	69.99
ULTRA 4	19.99	29.99
WORKBENCH 1.3 + MANUAL	14.99	19.99
X COPY PROFESSIONAL	39.99	49.99
WORLD ATLAS	29.99	49.99

VIDEO

	RRP	MEMBER
• DIGIVIEW 4.0 VIDEO DIGITIZER	£149.99	£ 79.99
• VIDI AMIGA VIDEO COLOUR SOLUTION – VIDI AMIGA FRAME GRABBER – VIDI CHROME – PHOTON PAINT – RGB SPLITTER	£199.99	£139.99
• HITACHI HV 720 B/W Camera	£249.99	£199.99
• RENDALE 8802 GENLOCK	£299.99	£149.99
• RGB SPLITTER	£ 79.99	£ 59.99
• ROCTEC GENLOCK	£149.99	£ 89.99

ACCESSORIES

AMIGA 500 HARD PLASTIC DUSTCOVER	£ 6.99
AMIGA 2000 HARD PLASTIC DUSTCOVER	£ 6.99
A590 HARD DISK	£249.99
AMTRAC TRACKBALL	£ 49.99
A500 POWER SUPPLY	£ 39.99
ATONCE PC EMULATOR	£169.99
BOOT SELECTOR DF0: – DF1	£ 6.99
CLEANING KIT 3.5" DISK	£ 1.99
CLEANING KIT 5.25" DISK	£ 1.99
CONTRIVER FIVE IN ONE MOUSE	£ 24.99
CONTRIVER TRACKBALL	£ 24.99
DISKS: 3.5" DSDD (Box of 10)	£ 4.99
DISKS: 5.25" DSDD (Box of 10)	£ 2.99
DISKBOX: 80 x 3.5"	£ 3.99
DISKBOX: 80 x 5.25"	£ 3.99
DISK DRIVE TRACK DISPLAY + VIRUS PROTECTOR	£ 24.99
ELECTRONIC BOOT SELECTOR DF0 – DF3	£ 19.99
ELECTRONIC MOUSE/JOYSTICK SWITCHER	£ 14.99
FLICKER MASTER For 1084S MONITOR	£ 9.99
JOYSTICKS: COMPETITION PRO	£ 8.99
JOYSTICKS: QUICKJOY SUPERCHARGER	£ 9.99
JOYSTICKS: QUICKJOY JETFIGHTER	£ 11.99
JOYSTICKS: QUICKJOY TOPSTAR	£ 14.99
JOYSTICKS: QUICKJOY SUPERBOARD	£ 19.99
JOYSTICKS: CONTRIVER INFA RED	£ 24.99
KICKSTART CARD + 1.3 ROM	£ 49.99
1048S STEREO MONITOR	£219.99
MOUSEPAD – TOP QUALITY	£ 1.99
PRINTER CABLE 1.8M	£ 4.99
PRINTER RIBBONS: STAR LC10/20	£ 2.99
PRINTER RIBBONS: STAR LC24/10	£ 3.99
PRINTER RIBBONS: CITIZEN SWIFT	£ 2.99
PRINTER RIBBONS: NEC P2200	£ 3.99
PRINTER RIBBONS: NEC P6+/P7+	£ 4.99
PRINTER RIBBONS: PANASONIC	£ 2.99
SCART MONITOR CABLE	£ 7.99
STAR LC-20 PRINTER	£169.99
ZYDEC DUAL MOUSE – AMIGA/ATARI	£ 14.99

AMIGA DIRECT INTRODUCTORY OFFER

Mail to AMIGA DIRECT, 4 WHITTON ROAD, TWICKENHAM, MIDDLESEX TW1 1BJ, ENGLAND

Our Telephone No.: (44) 081-891 6704 Fax: (44) 081-892 8127

Please send me _____ £ _____ £ _____

_____ £ _____ £ _____

Type of Computer _____ total post and packing £ _____ Total £ _____

Software : Post & packing within the UK £2.00. Overseas £3.00. Hardware: UK £2.50. Overseas £4.00. Courier service £7.00

Membership only £ 10.00

• Cheque enclosed • Visa/Mastercard Name: _____ Tel No. _____ Total enclosed £ _____

• Postal Order

• Credit Card no. _____ Exp. Date _____ Address: _____

Post Code: _____ Signature: _____

HELPLINE

ENQUIRIES

IRON MAN
Could someone send in a cheat to *Iron Man Off Road Racer* by Virgin? I have had this game for some time now but I keep getting stuck in the water on course two.
Adrian Sherriff, L1

EXOLON
Can somebody please send me a cheat for *Exolon*? The game's really starting to get on my nerves.
Lee Dowdeswell, L2

MOONWALKER
I recently bought this game on budget and I can only get to level two. Has anyone got a poke or cheat for infinite lives?
William Bayley, L3

WANTED
Has anybody got an infinite lives poke for *Wanted*? I have had this game for over a year now and I can't get anywhere.
James Cole, L4

RED HEAT
I can't get past level four in *Red Heat*. Could anyone send in an infinite lives cheat?
Eirik Jakobson, L5

ZYNAPS
I would really appriciate it if somebody could send in a cheat for *Zynaps*. I keep getting killed by the purple ghosts on level three.
David Rendell, L6

PANG
Please can someone send in a cheat for *Pang*? It's an excellent game, but I find it really difficult.
Joshua Sinclair, L7

R-TYPE
Could someone send in a poke for *R-Type* as I keep getting killed.
James Hewitson, L8

ESWAT
I'm having a lot of trouble trying to kill the big ape. I keep shooting him but he just doesn't die. Any suggestions or perhaps a cheat for infinite lives?
Chris Beale, L9

SORCERORS APPRENTICE
I am finding castle 1-6 very difficult to complete. A cheat would come in very handy.
Paul Derrick, L10

DEFENDERS OF THE EARTH
I can't get past the first level of this game, so could someone send me a cheat?
Karl Hijab, L11

STARFLIGHT
I am a big fan of the game *Starflight* and I have been able to find a lot of the artifacts, but there are some which still puzzle me. I have found a device called the Red Herring which synthesizes Endurium, but it is too heavy to carry in the terrain vehicle. There is also an old terrain vehicle with the same problem. Could someone please give me some help?
Luka Mariman, L12

DICK TRACY
Please could someone give me a cheat for infinite lives, ammo or a level skip on *Dick Tracy* because I'm absolutley rubbish at it?
Alex Edwards, L13

FORGOTTEN WORLDS
I have got past the guns on the first level, but can't get any further. If there's a level skip cheat or one for infinite lives, please help me.
James Hewitson, L14

CADAVER
I am on the second level and I can't find a way to become a captain to enter the captain's room. Also, I don't know where the Emerald Of The Guild is. I have found two gems to the lock for the east wing, but no more.
G. Shepherd, L15

TOTAL RECALL
No matter how hard I try, I just cannot beat the first stage. Has anyone got a cheat for infinite energy or Arnies?
Kerry Brading, L16

TURRICAN
I am really stuck on level 4-3, I have got the cheat but can't find a way out. Please help.
Nick Chesham, L17

TURRICAN II
The sequel is just as tough. I can't get past level 3-3 – it's just sooooo hard! A cheat would be nice or any info.
Nick Chesham, L18

MIGHTY BOMBJACK
Has anyone out there got a cheat for this, please reply ASAP.
Tim Jacobs, L19

GREMLINS II
I'm having real trouble with this game. I can get to level 3, but don't have enough lives to get very far. I've stopped playing it, because it's so frustrating - is there a cheat?
Adam Leggett, L20

FA/18 INTERCEPTOR
I can't get past the carrier sub mission, please help.
R. Bosch, L21

NIGHTBREED - THE INTERACTIVE MOVIE
I have reached the fourth level but the Sons Of The Free's laser keeps killing me. I'm going mad so please help me while I'm still sane.
Mark King, L22

INDIANA JONES AND THE LAST CRUSADE (THE ARCADE GAME)
I can get as far as the circus train but keep getting killed by the second Giraffe, is there a cheat for it?
Steve Roach, L23

PLAY TO WIN

KILLING GAME SHOW
I have got to level twelve but it takes me so long to get anywhere that I run out of time. Any cheats for infinite time or lives would be much appreciated.
Rohan Pearce, L24

DUNGEON QUEST
Could someone please tell me how to get past the dead man?
Debra Lowe, L25

X-OUT
I have had this this Rainbow Arts' game for six months and I still can't get past the guardian at the end of level one. Some parts are impossibly hard. Anyone got a cheat?
Tom Shaw, L26

F19 STEALTH FIGHTER
Are there any cheats for this excellent flight sim from Microprose? It would be great to have infinite fuel, weapons and invincibility so I could blast anything that flew through the air.
Stig Jacobson, L27

VENUS THE FLY TRAP
Has anybody got a cheat for *VenusThe Fly Trap*? I can get past the first two lands, but then get blasted by one of the insects. One for infinite energy or lives would be great.
Jonathan Kitcher, L28

TREASURE TRAP
I cannot get very far in *TreasureTrap* as I find the controls very awkward. Has anyone got an infinite lives cheat to help me out.
Sid Snooles, L29

THE KRISTAL
Has anyone got a cheat or any information which could help me in this game? The enemies are too tough and I can't get anywhere.
Matt Anon, L30

MANIAC MANSION
I'm having more than a few problems with this game. Where is the fuel for the chainsaw? How do I get the key down from the chandelier? Maps and help would be appriciated.
Richard Dunford, L31

SHADOW OF THE BEAST 1
I have been playing this game for ages and I can't get anywhere. Does anyone have a cheat to make it a bit easier?
John Smith, L32

STAR TREK
Does anyone have a translation of the instructions to Tobias Richter's *Star Trek*? The entire game is in English apart from the instructions.
J Percy, L33

LAST NINJA 2
I am stuck on the second screen of *Ninja 2*. I have killed the first man but I can't get off the screen. . Somebody help!
Mark Wilkinson, L34

NIGHTBREED
Has anyone go a cheat for this appallingly difficult game?
Toby Ruthland, L35

RESPONSES

TURRICAN II (K4)
On the title screen, press the Help key to get on to the music selection screen. Then press 1,4,2, Esc, Esc in that order for infinite lives and power.
Jonah Jones

GREMLINS II (K6)
To finish the game enter your name as SINATRA on the high score table.
Mark Peacock, Essex

STRIDER (K9)
Start the game as usual then press F9 to pause it. Now hold down the help key, left shift and 1 together. Now unpause and use 1 to 5 to skip levels and F1 to F4 to change stages.
Mark Peacock

NARC (K10)
When the game starts walk right until the first dustbin appears. Kneel down in front and shoot it until it turns blue to get infinite lives.
Justin Thomas

FORGOTTEN WORLDS(K15)
For a level skip option, when the title screen appears, type in ARC (the programming team's name) and press return. Pressing S then takes you straight to the shop and N to the next stage.
Derek Matthews

PRINCE OF PERSIA (K18)
To skip levels hold down caps lock and press L. Unfortunately this doesn't work on the bottle section at the end of level one.
Mark Peacock

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

HELPLINE

CU's adventure and RPG guru, Matt Regan, offers handy tips and advice for hard-pressed game-players everywhere.

INTERACTION

Hello again all you out there in adventure land (what an awful image!). The big news this month is the release of *HeroQuest*, the FRPG based on the best-selling board games. But another item of interest (and perhaps releated to my whingeing last ish) is the release of *Wonderland* at long last. This is a very exciting development in adventures, linking the brilliant plots, parser and still graphics of Magnetic Scrolls games with the menus and ease of use associated with animated adventures. The best thing about the game is that all the features (auto-mapping, inventory list, etc) can be turned on or off at will or even rearranged in size and position around the screen.

I've been ploughing my way through some strategy games, and I must admit I wasn't too impressed. *Operation Com*Bat* turns out to be a strange game that has a board game feel (and I'm talking about *Monopoly* rather than *Squad Leader*), and ultimately I found it to be somewhat tedious and unexciting. *DRAGON Force* is a tactical game that again fails to deliver; *Laser Squad* or *Breach II* are better buys if you want this kind of challenge.

Oddly enough, one of the best strategy games I played was *Player Manager*; not an obvious choice, admittedly, but choosing which squad members to use for a match and deciding on transfers is a lot of fun. On top of that, you get to play *Kick Off* as well! Can't be bad.

RPG's are a little thin on the ground at the moment, but I've enjoyed playing *Bard's Tale III*. Although it's not particularly different from *BT II*, it's still a winning formula. My main gripe is the amount of disk accessing (especially when you want to view the characters' stats). Surely the program should be able to detect memory upgrades, which ar pretty widespread now, and use the available RAM? Oh well, it still is a great game and worth buying if you liked the other games in the series. The new spells and character classes provide plenty of new and interesting ways to splatter the foe!

Mirrorsoft are lining up some strategy releases for the near future, with *Champions of the Raj, Riders of Rohan*, and *Mega-lo-Mania* promised. The last of these is interesting, as the press blurb claims it to be, " the most exciting and challenging program yet" from Sensible Software, the guys behind *Microprose Soccer* among other things. Oh and one last point, thanks to Stephen McClean for supplying the solutions he sent me recently.

INPUT

LEISURE SUIT LARRY III

Let's feel sorry for Alex Pestell of Walthamstow. He's reached the point where he takes control of Patti and is almost ready to go into the bamboo forest. But he needs some nectarines which he can't find anywhere. Can anyone help him?

LEGEND OF THE SWORD

John Olivier of Malta needs some assistance. He's got as far as the dragon but he's stuck. How do you get the studded knife without getting killed? What do the clues in the dining room and look-out post mean? How do you get over the ice without the dragon seeing you? If anyone knows the answers, please write in...

CHAOS STRIKES BACK

Dave Field of Lancing, West Sussex has completed the ways of the fighter, priest, and ninja but can't get the ruby key which he believes is in the spiral room of the way of the wizard. He needs a map or directions to aid him. I must admit I'm a bit stumped as to where exactly he means, but maybe someone can help.

POLICE QUEST II

A reader from Norway, Oystein Andre Kristiansen, can't get any further in the second *Police Quest* game. He's adjusted his sights in the police station and has a rose, wallet, field kit, extra ammo clips, keys, money clip and a buisness card. But he can't find the criminal Bains! Does anyone know where he is?

BARD'S TALE II

D C Hayne of Sheffield is ploughing through this fine RPG, but is stuck. He doesn't know the two words that the Strange Mage requires despite having the clues the solution eludes him. So getting into the final dungeon in Colosse is impossible! Therefore he requests help from fellow adventurers so he can get on and complete the game.

OPERATION STEALTH

OK, M Walls of Reading has made progress in the game, but he's stuck on two particular points. First of all, is teh swivel pen in the briefcase the same one mentioned in the manual (I think you'll find it is). If it is, how does he get it to work? The second problem is that no matter what he does, he doesn't seem able to meet up with his mysterious contact in the park. He is wearing the carnation but no-one seems to care!

DUNGEON QUEST

Colin Doran of Colchester, Essex (easily the greatest town in Britain) can't get into the castle in the adventure. He's found the key which crumbles into dust, the Queen of Hearts playing card, the heavy axe, and the coin. He has spoken to the barman in the tavern to no avail. Is anyone able to help?

LEGEND OF FAERGHAIL

LOF is causing Sean Smythe of Tonbridge, Kent, a lot of problems. He

needs to know how to get out the anti-magic level of the dwarven mines, and how to find the orb. None of his mapping spells seem to work and he isn't able to identify anything. How does he get past the tree monster who asks, "Do you know how to catch a vampire with a ball of mithril?". Sean is generally annoyed with the lack of instructions that he's got. So please give him a hand if you can.

OUTPUT

ZAK MCKRAKEN

Remember Stephen Quinlan? He was stuck at the lotto in this game, but luckily Marc Jones of Morden, Surrey and Julian Young of Ripon, Yorkshire have provided the answer. Get on the biplane to Bermuda and stay on board until it is captured by the alien ship. Stand to the right of the red line (remember the order that the pilot taps in to take off again if you want to land in the sea). Once you've been taken to the king give him the fan club card or guitar. Now return to Earth via the transporter using the code from the alien. When he leaves you, run back into the spaceship. The lotto predictor will tell you the winning number, so write it down. Now go back to Lou's shop and buy a ticket. Enter the winning number, leave the shop then return after a short time - and then you'll be the winner!

OPERATION STEALTH

Somebody forgot to write their address on their letter, but I think this enquiry is from Anz. He wants to know what to do after being thrown in the water while tied to a rock. He can't operate the girl because he can't get near her! Well, you need to operate the ropes first so that you can swim over to her, then operate the bracelet and the girl. So there you go.

SPACE QUEST

Stephen McLaren of Margate, Kent has sent in the answer to E Kwong's problem. Go back to the bar where you should have overheard a conversation. GIVE COUPON to the bartender, DRINK BEER, buy more beer, DRINK BEER again, and you should hear which sector to fly to. Once you have the cordinates play the fruit machine 250 buckazoids.

Stephen also has the answer to Chris Briggs' problem. When you've landed on the planet Herona and retrieved the medikit, walk in front of the spaceship and EXAMINE SHIP. This will provide a fragment of glass. The rays of light can now be beaten by walking close to the beam and entering the command USE GLASS to deflect the ray. Thanks a lot, Stephen, those clues are no doubt greatly appreciated!

DUNGEON MASTER

Yet another adventurer is stuck early on in this king of RPGs. Simon Tree of Brighton can't get past The Matrix on level three, as he doesn't know how to get past the "Time is of the essence" section. Well, Simon, you don't need a spell at all! Time is of the essence as you have to rush as fast as possible along the corridor and through the disappearing gap in the wall, the same as you have to in the secret passage near the entrance to the level. This is very tricky, especially if any of the characters are overloaded. As for the Creature Cavern where the buttons don't seem to do much, it's a case of pressing the buttons of the door behind which the chest appears, as this causes the chest to teleport around the rooms. After a few presses, the chest appears in the corridor. Then use the magnifier to open the secret door - but watch out for the rock monsters behind you!

THE PAWN

At last, a question on a Magnetic Scrolls game! Peter Caulfield of Middlesborough can't get very far in the land of Kerovnia. He's stuck in the forest clearing and doesn't know what to do next. Well, Peter, climb the tree, unlock the door with the wooden key, drop the key and open the door. Go into the tree, close the door and move the floorboards; then climb down and go down again, then east and north. This takes you to the office, where you'll have to try to open the safe.

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Matt Regan, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to get back to you personally.

If you have enjoyed reading this issue of CU AMIGA, you are bound to be interested in our fantastic new subscriptions offer. The offer aims to give you value for money, an easy way to regularly receive your favourite magazine, and - thanks to our friends at IMAGE WORKS - a FREE software gift

Subscribing to CU AMIGA for only £29.95 has so many benefits for the self respecting enthusiast of computer entertainment. Here are a few points to consider whilst pondering this small but worthwhile investment:

SUBSCRIBE TO CU ANDG



- Get 12 issues of CU AMIGA, the ultimate games guide to the ultimate computer, delivered direct to your door and we'll pay the postage! This means never having to traipse down to your local newsagents for your copy again.
- Ensure you never miss out on all the vital information which only CU AMIGA gives you and impress your friends with it!
- Choose from some red hot Image Works games - which can be your absolutely FREE!
- Saving yourself between £19 and £25

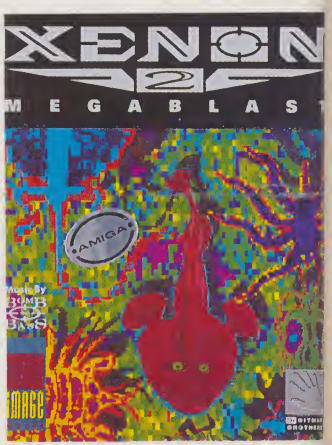
SUBS RATES SUMMARY	
12 issues (UK Residents only)	£29.95
12 issues (Air Europe)	£50.00
12 issues (Rest Of The World)	£62.04
24 issues (UK Residents only)	£57.50
24 issues (Air Europe)	£100.00
24 issues (Rest Of The World)	£125.00

We suggest that overseas readers pay by International Money Order.

Place your order by completing the coupon, or send your details on a postcard, or ring our special 24 Hour Orderline Service on 0858 410 088.

Subs Guarantee: If your aren't completely satisfied with your subscription, you may cancel it at any time and receive a prompt refund for all unmailed copies.











D GET FREE SOFTWARE!!

If you take out a subscription for 12 issues (only £29.95) or 24 issues (only £57.50) you can choose one of the following Image Works games free!:

- Wings
- Falcon
- Falcon MIssion Disk 1
- Falcon Mission Disk 2
- Battlemaster
- Back To The Future 2
- Cadaver
- Dungeon Master

OR two games from those offered below:

- Xenon 2
- Interphase
- Speedball
- Gravity
- Flip It & Magnose
- Final Battle

NB: The free software offer is available to UK residents ONLY.

Your software choice will be mailed separately to your first magazine, please allow 28 days for delivery.



TO: CU AMIGA SUBSCRIPTIONS DEPARTMENT, PO BOX 500, LEICESTER, LE99 OAA

NAME :.....

ADDRESS :.....

POSTCODE :.....

I WOULD LIKE A SUBSCRIPTION TO CU FOR **12 ISSUES** ❑ *please tick box*

I WOULD LIKE A SUBSCRIPTION TO CU FOR **24 ISSUES** ❑ *please tick box*

PLEASE START MY SUBSCRIPTION FROM THE .....*(enter month)* ISSUE OF CU

MY GAME(S) CHOICE IS : .....

I ENCLOSE A CHEQUE/ POSTAL ORDER MADE PAYABLE TO **EMAP IMAGES**
FOR:£. .....

PLEASE CHARGE : £..... TO MY ACCESS/VISA/DINERS CLUB/AMERICAN EXPRESS ACCOUNT

CARD NUMBER :.....

EXPIRY DATE : .....

SIGNITURE : .....

FULFILMENT: ALAN WELLS INTERNATIONAL, MEMBERLINE HOUSE, FARNDON ROAD, MARKET HARBOROUGH, LEICESTER LE16 9NR

SOURCE CD: 0014 UK 1

SOURCE CD: 0015 UK 2

SOURCE CD: 0016 EURO 1

SOURCE CD: 0017 EURO 2

SOURCE CD: 0018 ROW 1

SOURCE CD: 0019 ROW 2

DEMOS

If it's Amiga PD you're after, then look no further! Each month, Dan Slingsby takes an exhaustive look at what's new and exciting on the demos circuit.





SLIDESHOW

Druids, demons and horned beasts are just some of the many weird fantasy characters that populate the new graphics slideshow from Demons.

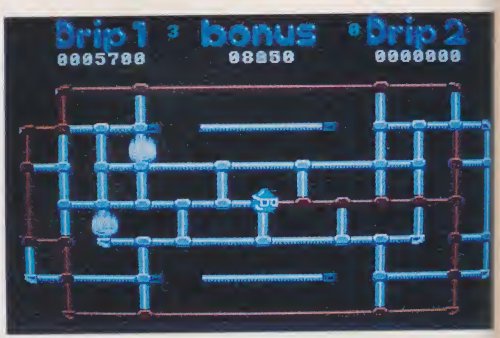
Sector 16 Disk Number 530 ★★

I AM NOT A NUMBER

Fans of the cult 60's surreal spy thriller, The Prisoner, will no doubt be frothing at the mouth at the thought of a Prisoner demo. Starting with the obvious 'I am not a number' intro, the demo combines both digitised pics from the show as well as text links, sampled speech and a jazzed-up theme tune.

NBS ★★

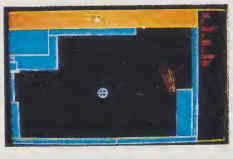




BIG DRIP

Get all washed-up with *Drip* (*above right*), a 15 level addictive arcade game that's making quite a splash on the PD scene. You control the Drip of the title and have to move along a series of interconnecting pipes, rusting them as you pass by. Naturally, there are many hazards along the way such as deadly ice cubes (!), electric bubbles, lasers, acid pools and special clouds which de-rust the pipes they float over. Brilliant.

Premier PD Disk Number 395 ★★★★★



GAMES FRENZY

Don't expect to find Psygnosis quality graphics on this one, but you will encounter absolutely masses of playability. Arcade classics such as *Missile Command* and *Strix* make an appearance, albeit in slightly altered form, as does the board game, Sorry, and a snazzy Connect Four-type puzzler. A total of nine games for your money.

Seventeen Bit Disk Number 841 ★★★

SUPPLIERS' GUIDE

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster

ARC PD: 97 Mayfield Ave, North Finchley N12 9HY

Kryptonite PD: 28 Clifton Gardens, Golders Green, London

NBS: 132 Gunville Road, Newport, Isle Of Wight, PO30 5LH

Seventeen Bit Software: PO Box 97, Wakefield, WF1 1XX

PD Soft : 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD

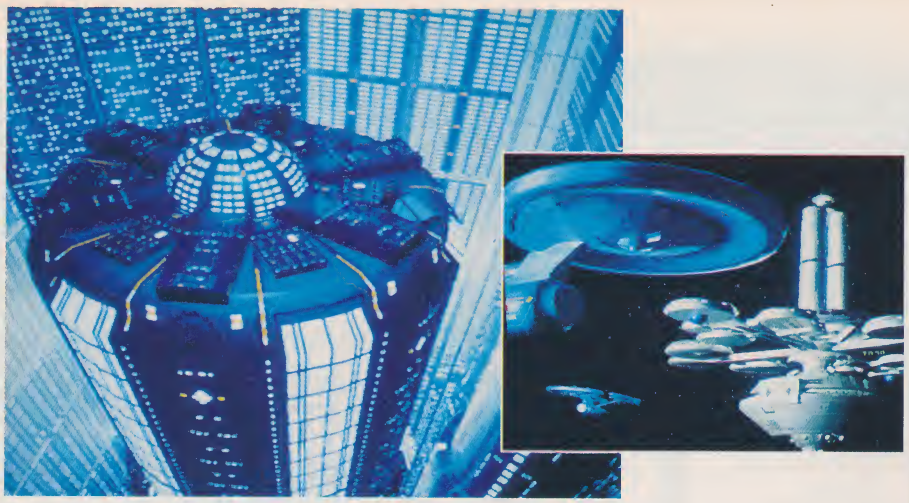
Postal PD: 10 Strawberry Lane, Blackfordby, Burton-on-Trent, Staffordshire

Premier PD: 15 Croxteth Drive, Rainford, Merseyside

Sector 16: 160 Hollow Way, Cowley, Oxford

Strictly PD: 11 York Place, Brandon Hill, Hotwells, Bristol

Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS

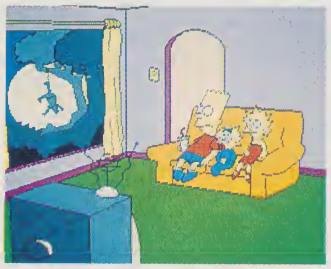


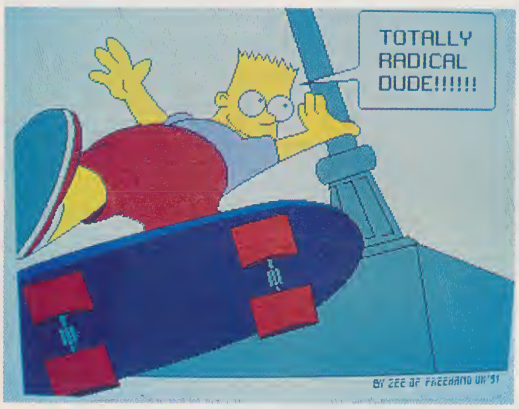
TO BOLDLY GO...

The fantasy artwork of Tobias Richter has long been admired at CU Towers. If you're also a fan, then you'll definitely want to grab a copy of this two-disk set which features a stunning compilation of Tobias' work. A good buy if you're new to PD.

ARC PD Disk Number 129A & 129B ★★★★★







EAT MY SHORTS!

Bart's back! The wide-eyed precocious brat of the hit cartoon series stars in two disks this month. Freehand's version, the Bad Bart Dub Remix, features a dozen or so screens of naff gags and fnarfnar jokes accompanied by a rejigged version of Do The Bartman. The same song also forms the backing track to Decay's Simpsons demo, made up of a whole series of zany animations of Bart using his catapult, dashing across the screen and groovin' to his tune.

Virus Free PD 1460 ★★★

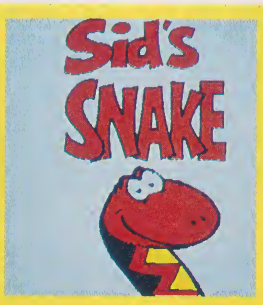
NBS Decay Demo ★★★

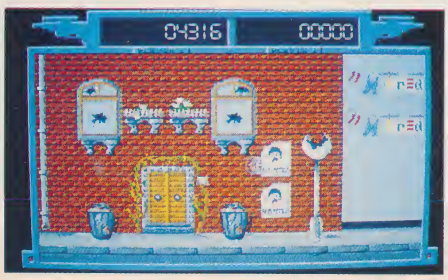
COMICS

Tango and Cash present redrawn comic capers featuring Sid's Snake and Sammy Shrink from the pages of Whizzer.

NBS ★★







LIGHTS OUT

If you like nothing better than lobbing bricks and shattering street lighting, then this is for you. Screen after screen of brick-throwing action.

Strictly PD G074 ★★★

DEMO OF THE MONTH

TITLE: Demo and Games 525
AUTHOR: Various
SUPPLIER: Sector 16

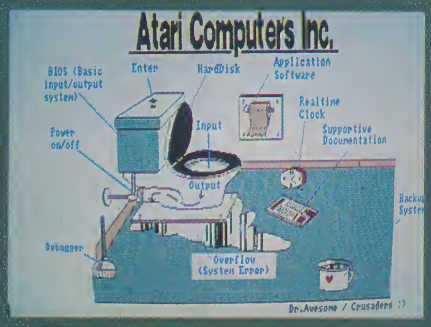
The latest release from Sector 16 features two demos and two excellent games for your hard-earned dosh. The Bubblefields features bob-packed screens aplenty, but suffers from the ubiquitous scrolling messages – give it a rest guys! The other demo, by Crusaders, is much better and includes an amusing Atari piss-take plus the usual copper manipulations (and contortions!).

Best of all are the two brill games. *Grid Runner* puts you behind the wheel of a super-charged racing car as you whizz round a number of different tracks. Programmed by Swedish ace, Anders Bjerin, the car moves at a break-neck speed and can be quite tricky to control at times, especially on the iced-over tracks.

The gem of the compilation is undoubtably *Cave Runner*, a *Boulderdash*-type game which is an absolute corking arcade puzzler. You play a small rock-like character who has to munch his way through cave walls seeking out and collecting red stars while avoiding precariously perched boulders. Dig too close, and they'll topple over and bury you in a heap of rubble. Absolutely essential!

Sector 16 No. 525 ★★★★★





PRECIOUS P.D.
TEL: 0634 280680

DEMOS:

D001 COOL COUGAR
D002 BARBARIAN 2
D003 DRAGONS LARI 2 DEMO
D004 ELVIRA
D005 ENTERPRISE LEAVING DOCK
D006 FRACTAL FLIGHT (1MB)
D007 INDY 500 DEMO
D008 IRAQ VS USA
D009 JARRE DOCKLANDS
D010 JUGLER ANIMATION
D011 KYLE DEMO (2 DISKS)
D012 KYLE LOCOMATION
D013 MADONNA
D014 MADONNA 2
D015 MADONNA (2 DISKS)
D016 MADONNA CARTOON
D017 MARIA WHITAKER
D018 NIGHTBREED DEMO
D019 PROBE DEMO
D020 POPEYE MEETS THE BEACH BOYS
D021 RED DEVIL COMPILATION (1MB)
D022 SAM FOX
D023 SPACE CHASE (1MB)
D024 STAR TREK ANIM (AGATRON17)
D025 STAR TREK ANIM
D026 STEALTHY 2 (1MB)
D027 TECHNOBALL GAME DEMO
D028 TOTALL RECALL
D029 THE RUN
D030 VIZ SLIDESHOW
D031 WALKER DEMO 1 (1MB)
D032 WALKER DOMO 2 (1MB)
D033 WORLD VISION CARTOON
D034 STAR TREK FLEET MANOEUVRE (1M)
D035 CRIONICS TOTAL
D036 HANKY PANKY
D037 INTUITION ACID BOSS
D038 GOOD MORNING VIETNAM
D039 GROOVE IS IN THE HEART
D040 RAF 2
D041 TECHNOTRONIC
D042 BLUES BROTHERS (3 DISKS)
D043 BILLY CONNELLY DEMO (2 DISKS)
D044 CHUBBY BROWN
D045 MIKE TYSON DEMO
D046 SPACE CRAFT RAY TRACE ANIM (1M)
D047 GENISIS - 5 SONGS
D048 BATMAN ANIM (1MB)
D049 ANARCHY SMOKER

GAMES:

G001 MONOPOLY
G002 CLUEDO AND OTHER GAMES
G003 STAR TREK THE NEXT GENERATION
G004 NEXT GENERATION TRIVIA QUIZ
G005 RETURN TO EARTH
G006 PROPERTY MARKET
G007 P.D. CHESS
G008 PIPELINE
G009 CARD AND BOARD GAMES
G010 MARBLE SLIDE
G011 DESTINATION MOONBASE
G012 TREASURE SEARCH
G013 ARCADIA (BREAKOUT TYPE)
G014 DRIP (1 MB)
G015 JEOPARDY (RISK TYPE)
G016 BATTLEFORCE
G017 STAR TREK (AGATRON 2 DISKS)

UTILITIES:

U001 RED SECTOR DEMO MAKER
U002 SOUNDTRACKER - EIGHT TRACK
U003 SOUNDTRACKER MEGA SYSTEM
U004 BOOTBENCH
U005 TAZOR TOOLKIT
U006 ICGNS
U007 SAMPLE PLAYER
U008 GHOSTWRITER
U009 C-LIGHT
U010 AIR TUNNEL SIM
U011 SID V1.06
U012 C MANUAL
U013 CROSSWORD CREATOR
U014 F1 DISK
U015 GAMES MUSIC CREATOR
U016 QUICKBASE - DATABASE
U017 SYNCRO PACKER V4.6
U019 PERFECT SOUND V1.3
U019 MED MODULES
U020 P COPY 3
U021 WORDWRIGHT AND SCALC
U022 DYNAMIC FONTS
U023 MASTER VIRUS KILLER V2.0
U024 FLEXI WOSNAME - DATABASE
U025 U - EDIT - WORD PROCESSOR
U026 GAME MUSIC CREATOR

THIS IS A SAMPLE OF OUR SELECTION

PRECIOUS P.D. UNIT 30, PIER ROAD INDUSTRIAL ESTATE, GILLINGHAM, KENT. ME7 1RZ.
SEND S.A.E. TO JOIN PRECIOUS P.D. IF YOU WANT TO ORDER, USE PLAIN PAPER, ENCLOSE CHEQUE/POSTAL ORDER

JOIN US!!

JOIN OUR PRECIOUS PD CLUB TODAY - TOTALLY FREE!!
ONCE YOU JOIN, YOU CAN ORDER DISKS BY PHONE AND PAY AFTER YOU RECEIVE THEM!
NO RISK TO YOU

ORDERS CAN BE TAKEN 24 HRS A DAY, 7 DAYS A WEEK, AND DESPATCHD THE SAME DAY!
THATS FAST!!!

DISKS ARE £1.50 EACH
OR 10 FOR £12.00
POST & PACKING 50P PER ORDER
OUR CLUB IS FREE, SO
JOIN NOW!!!

THREE COUNTIES PUBLIC DOMAIN

FREE 40 Capacity lockable disk box or disk cleaning kit with orders of 20 disks + (state choice).
FREE Postage with orders over 10 disks.
FREE Printed catalogue.

99p per disk

ANIMATIONS

A36 Tron Cycles 2D
A65 Space Shuttle
A66 Tron Deactivators
A47 Big Bird
A41 Star Wars 2D
A58 Stealty 2
A67 Batman
A40 Huey
A4-A5 Walker 1 + 2
A13 Probe
A59 Iraq Anim
A63 Franklyn Fly

DEMOS

D30 Skulldurgy
D33 Max Overdrive
D46 Katheris
D45 Kickboxer
D47 Anarchy
D48 SAE 45
D49 SRS
D50 Technotronic
D51 Intuition
D52 TSL
D43 Evil Dead
D50 Evil Dead 2
D53 LSD Supremcy
D26 Budbrain 2
D32 Deadly Pursuits

MUSIC

M29 Mozart
M28 Vangelis
M30 Docklands
M31 Jarre Live
M27 Huey Lewis 2D
M34 Winkers Song 2D
M15 Hanky Panky
M22 Depeche Mode
M25 Sound Of Silents
M33 Amazing Tunes 3D
M19 Mahony/Kaktus

GAMES

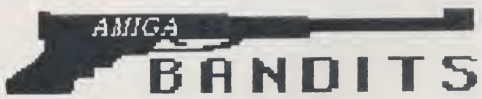
G1,2,3 Star Treks
G36 Mech Fight
G30 Jeopard
G28 Trek Trivia
G23 Air Warrior
G19 Drip
G37 Dcio Sim
G38 Frantic
G39 Track Record
G40 Entopy
G41 Rings Of Zon
G42 Marble Slide
G16 Impact
G6 Earth
G15 Train Set
G22 Tennis

UTILITIES

U6 C-Compiler
U17 North C
U12 Pascal
U9 CLI Help
U15 Messy - Dos
U18 Label Maker
U19 ESA 1
U45 Electrocad
U20 Ghost Writer
U51 Master Virus
U53 Iconmania
U56 Med V2 + 3
U55 Clip Art 3D
U57 Invoice Printer
B1 Wordwright
B2 Clerk
B3 Finance
B4 Database
B7 Nag
B8 Database 2D
B11 Visicalc
B12 Flexibase
B13 Amigafox
E3 Education 5D

Fred Fish 450 - 470 + more of everything in printed catalogue.
(D = No of disks)

Under 10 Disks Please Add 60p Postage & Packing.
Please make cheques & postal orders to Three Counties PD
Send to: THREE COUNTIES PD (CU), PO BOX 162, GLOUCESTER, GL3 3SN. TEL: (0452) 613231



AMIGA BANDITS PDL (DEPT CU)
GROUND FLOOR,
28 LEMSFORD ROAD,
ST ALBANS
HERTS AL1 3PB
Tel: 0727 836049

FREE POSTAGE FIRST CLASS
Cheques made payable to: Amiga Bandits PDL

DISKS NOW 85P

YOU WANTED IT SO WE GAVE IT!
YES THATS RIGHT ALL DISKS ARE NOW ONLY 85P INC. P&P

U001 Amibase V3.76 / Excellent database
U004 Workbench plus / Workbench replacement
U101 Visicalc / powerful spreadsheet
U061 Master Virus Killer 2.1 / Kills 124 viruses
U065 M-CAD / Computer Aided Design utility
G001 All new Star Trek game / 2 disks 512k or 1 meg
G017 Star Trek game / 3 disks 1 meg 2 drives
G021 Pacman 87 / Pacman game
G022 Boardgames compilation / Classics - Cluedo etc
G023 Return to Earth / Space trading game
G018 Amoeba Invaders / Space invader game
G028 Blizard / Arcade quality shot em up
G042 Two player soccer legue
G041 Pseudo Cop / Kind of Robo Cop type game
A002 Walker demo II / 1 meg
A008 Star Trek fleet manouvers / (Animation) T. Richter
A012 Puggs in space / Cute alien visits Earth !
A075 Probe sequence / (Animation) Been on TV !
A254 Budbrain II / Superb gfx & music
A260 Lost Ark demo / (Animation) Indy shoots swordsman
A261 Fraxion horror demo / Gory over 18 demo
A262 Robocop II demo / Superb slideshow demo
A250 Total Recal / Fab music and Pics from the film
A279 Iraq Demo. Speaks for its self.
M017 Technotronic megamix / What it says !
M025 Digital concert II / 12+ mins of House
M033 808 State
M040 Simpsons Do The Bartman (3 disks, 2 drives)
M002 Grove Is In The Heart
X010 Sabrina - Boys, boys, boys / over 18 !

10 BLANK DISKS & LABELS ONLY £4.75 (inc)

512K MEMORY UPGRADE ONLY

27.99 POST FREE

FEATURES:

Top quality PCB. Latest low power consumption D-Rams. Enable/Disable switch. Easy fitting Clock version available. (Add £4.50) Price includes postage and packing.

VIRUS FREE PD

Amiga Public Domain Software

BUY ANY 10 PD DISKS AT £2 EACH AND PICK ANOTHER 5 FREE!!

OVER 1500 PD DISKS AVAILABLE
PD SOFTWARE HELPLINE
THOUSANDS OF SATISFIED CUSTOMERS
OVER 100 DISKS ADDED EVERY MONTH
MOST ORDERS SENT WITHIN 24 HOURS
ALL DISKS DISTRIBUTED VIRUS FREE

*OVER **1500** PD DISKS CATALOGUED*

PD STARTER PACK 3

Only £5.00 inc P&P

ESSENTIAL UTLIS 1
THE BAD BART DUB MIX
FRANTIC FREDDY
MASTER VIRUS KILLER
CATALOGUE DISK

CLIP ART VOL.2

Another 3 great disks full.
ONLY £5.99 inc

Official **AMOS PD Disks** Now Available

AMOS Licenceware. £3.50 a disk

LPD1	COLOURING BOOK
LPD2	ARC ANGELS MATHS
LPD4	THINGAMAJIG 1MEG
LPD5	JUNGLE BUNGLE 1 MEG
LPD6	PAKADU + SPRITES
LPD7	4 WAY LYNX 1 MEG
LPD8	WORK + PLAY 1 MEG
LPD9	AMOS ASSEMBLER
LPD10	THE WORD FACTORY
LPD11	GO GETTER 1 MEG
LPD12	HYPNOTIC LANDS 1 MEG
LPD13	JIGMANIA 1 MEG
LPD14	PLAY IT SAFE 1 MEG

GAMES GALORE Volume 1 - 4

Contains over 30 PD games spread over 4 disks.
Including Drip, Amoeba, Chess, Yahzee, Tic-Tac-Toe, Sky Flight,Welltrix, Asteriods, Ping Pong and loads more.
ONLY £5.00 inc

GAMES

843	METAGALACTIC LLAMAS
1064	LETTRIX (GREAT)
1020	MASTER OF TOWN
1204	WET BEAVER TENNIS
849	THE HOLY GRAIL
850	BREAKOUT CON KIT
830	QUIZ MASTER
670	MONOPOLY
595	CAVE RUNNER
1209	WACKO IN WONDERLAND
832	AGATRON GAMES
1466	RETURN TO EARTH
1440	MEGA GAMES VOL 1 DISK 4
1421	BIONIX 11
1382	TERROR LINES 11 (18)
071	PARTY GAMES (18)
531	BLIZZARD
530	PACMAN
509	PARADRIOD
1207	FRANTIC FREDDY
505	DRIP
255	FLASCHBIER
856	XENON 3 ETC
117	MORIA RPG
154	TRACK RECORD 1 MEG
534	GAMES DISK 1
1179	CHESS ETC
1184	MASTER MIND ETC

Full details available by request.

UTILITIES

659	ESSENTIAL UTILS 1
1206	MANDLEBROT MAKER
1208	DATABASE WIZARD
1078	ESSENTIAL UTILS 2
1099	PRO TRACKER 1.1a
1202	RSI DEMO MAKER
1146	ICON MAGIC
1151	C - LIGHT
1156	DRIVER GENERATOR
1368	SPECCY EMULATOR
1310	MVK 21
1469	A BRIDGE
1465	SLIDESHOW MAKER
1445	CLOUD AND FRACTALS
1422	DEMO MAKERS
1399	SCENE GENERATOR
1311	DISK IMUNE
1229	THE RIPPERS GUIDE
1165	AUDIO UTILS
1162	HOME UTILS
1156	DRIVER GENERATOR
923	PRINTER DRIVERS
901	VIRUSCOPE
1470	MED V3.0
671	RIM DATABASE
631	202 UTILS
380	TRS UTILS 10
381	TRS UTILS 11S

ADULTS DISKS
100's to choose from Including Games, Slideshows & Anims

Blank 3.5" Disks Only
40p each

EXCLUSIVE WARE
CROSSED SYSTEM
MEGA FAST SHOOT EM UP
SILKY SMOOTH SCROLLING
DIGITIZED SFX & SPEECH
PUZZLES AND MORE.
1 meg Needed
EXCLUSIVE TO US
ONLY £3.99 inc P&P
CROSSED SYSTEM IS NOT PD

DO THE BART MAN
A 3 DISK VERSION OF THE NO.1 HIT SINGLE
ONLY £3.00inc P&P

MASTER VIRUS KILLER 21
Can now detect 124 Viruses/Bootblocks

ZX SPECTRUM EMULATOR
Now you can run Spectrum software on the Amiga!

VISA

Catalogue Disks Available at £1.00 sent FREE with all orders

Access

Send cheque, or Postal order to:

VIRUS FREE PD (Dept CU06) 23 Elborough Rd, Moredon, Swindon, Wilts, SN2 2LS, ENGLAND.

Tel: 0793 512321 Fax: 0793 512075

All disks £2.00 each unless stated. Prices include P&P in UK. Minimum order of 3 disks.
Overseas orders welcome, but please send Euro cheque or Bankers draft with order and add £3.00 towards P&P.

17 BIT SOFTWARE

PO BOX 97 WAKEFIELD WEST YORKSHIRE WF1 1XX
TEL: (0924) 366982 FAX: (0924) 366982

LOOK! NEW PACKS! LOOK! NEW PACKS! LOOK! NEW PACKS! LOOK! NEW PACKS! LOOK!

EDUCATIONAL PACK

A 4 disk educational pack carefully selected from the Amos licenseware series features COLOURING BOOK, ARCHANGLES MATHS, WORK AND PLAY, AND WORD FACTORY.

Every program is of a commercial standard and is ideal for children of any age.

Superb value at only £7.99

This is essential PD at it's very best!!!!

AMOS GAMES PACK

A 4 disk games pack that should be at least £25 but **brought to you for an amazing £7.99**

All games run without Amos and are probably the best PD games on offer at the moment . Features Pukado, Jigmania, Go Getter and Four Way Lincs a superb puzzle game in the Pipemania mould.

All disks are Amos licenseware and are of a very high standard!!!!

SOUNDTRACKER MODULES

This pack contains about 50 modules for use with all major music creation programs E.G, Noisetracker, Protracker, Soundtracker ETC, Comes complete with Intuitracker, a replay routine that allows you to string together a Modules disk and play them back in any order.

All modules are fine examples of Amiga MUSIC.

Amazing value at only £4.99

17 - BIT DISK MAGAZINE SUBSCRIPTION OFFER!!!

17-Bits update is their key to success in the world of Public Domain it offers the very latest in PD news every month and is packed with great utilities, music and demo's. Often copied but never better it's your doorway to the fantastic world your Amiga can offer

SINGLE ISSUE (CURRENTLY 18) £1.50
5 ISSUES FOR ONLY £5.00
12 ISSUES FOR THE STAGGERING AMOUNT OF £10.00
(LESS THAN £1 PER DISK)

Ordering any one of those 3 very special offers opens you up to 17-Bit software as a fully fledged MEMBER with amazing software bargains, hardware offers and a range of PD heading for near on 2000.

We are the oldest and best PD library and pride ourselves on an excellent speedy service all orders dispatched within 24 hours and with 1st class mail. Do your machine a favor and shove in an UPDATE you won't regret it.

MONEY BACK GUARANTEE IF NOT COMPLETELY SATISFIED!!!!

ZY - F1 AMPLIFIER AND SPEAKER SYSTEM

Amazing 3 way speaker system and built in amplifier that is taylor made for your machine, comes to you for a fabulous price of

£34.95

Transforms games into arcade soundalikes, and makes music throb with power. Do your Amiga a favor and plug it into a ZY - F1, the two were made for each other.

Works from mains or batteries 9V adaptor provided.

17-BIT ARE OPEN 6 DAYS A WEEK MONDAY TO SATURDAY, 9.00 WHILE 8.00PM MONDAY TO THURSDAY AND 9.00 WHILE 5.00PM FRIDAY AND SATURDAY, ANY OTHER TIME OUR ANSWER MACHINE WILL GLADLY TAKE YOUR CALL, WE TAKE ALL MAJOR CREDIT CARDS INCLUDING SWITCH. MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO 17-BIT SOFTWARE. TEL 0924 366982

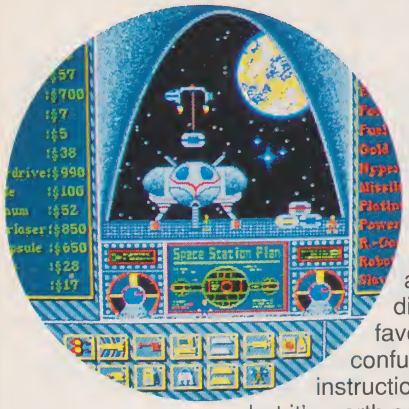
17-BIT SOFTWARE TOP 10

NO1	APPLECUS 1 MEG
NO2	NASSA SLIDES
NO3	PEG ANIM 1 MEG
NO4	ROBOCOP DEMO
NO5	MC HAMMER MIX
NO6	MASTER VIRUS 2.1
NO7	GAMES GALORE 4
NO8	SYSTEM VIOLATION
NO9	SIMPSONS DEMO
NO10	MARIE WHITTAKER SLIDESHOW 2

WE ALSO STOCK
FISH 1 TO 430
AMICUS 1 TO 26
AMIGAN 1 TO 23
T-BAG 1 TO 46

WE ARE ALSO THE ONLY DISTRIBUTORS OF NEWSFLASH (COMPILED BY M J BROWN) 17-BIT THAT BIT BETTER!

DEMOS



RETURN TO EARTH

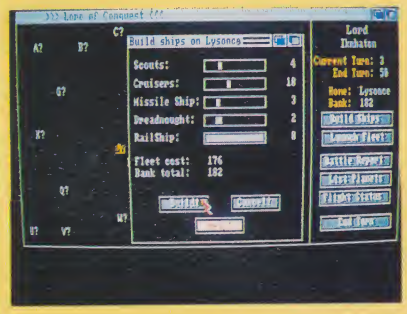
Return to Earth takes its inspiration from the all-time classic trading game, Elite, although it's dispensed with that game's arcadey roots in favour of a straight RPG. The controls are a bit confusing at first, due to the lack of any manual or instructions (an all-too familiar problem with PD games), but it's worth persevering as the game allows you to build up a very complex network of intergalactic trading routes as you attempt to track down the lost world of Earth.

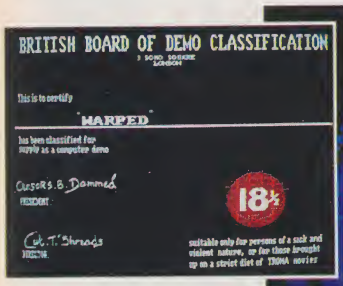
Premier PD Disk Number 393 ★★★★

LORE OF CONQUEST

This shareware strategy game has languished in undeserved obscurity until recently rereleased by Kryptonite PD. Written by Mike Brant, the game pits you against a rival power as you seek to expand your empire across the galaxy. After building up a space fleet from scratch, it's then possible to begin colonising the stars. Guaranteed to last a millenium or there abouts.

Kryptonite PD ★★★★







WARPED

A superb slideshow of some excellent horror movie posters redrawn using *D-Paint 3*.

Strictly PD Disk D247 ★★★

LET'S TOUCH THE STARS

It's that man, Tobias Richter, again. This time there's a whole 15 seconds of animation drawn from his forthcoming Star Trek computer-animated video. Featuring a Federation shuttle flying past a flotilla of Starships, it's another impressive demo from the German Trekkie. Blink and you'll miss it!

Postal PD ★★





A TRIP TO MARS

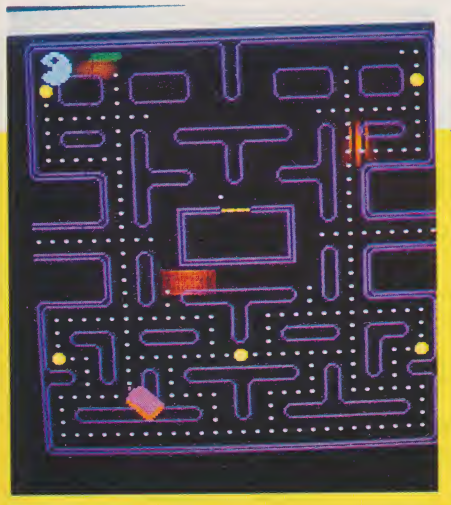
Crionics return with a Filled 3D Vector romp that had our Technical editor tearing his hair out with envy. The highlight of the disk is 'A Trip to Mars', an impressive fast-moving three-dee journey down the highways and byways of the Red Planet.

Seventeen Bit Disk Number 913 ★★★

HURRY MURRAY

'Hurry, hurry, we're history Murray.' Some poor deranged souls, namely Beatmaster and Armageddon, have remixed the Domestos ads from the telly and have come up with a belting scratch-mix. *NBS* ★★★





GAMES GALORE 5

Here's a disk absolutely crammed full of arcade and board game clones. *Mazeman* puts *Pacman* through the games mill and replaces the multi-coloured ghosts with Atari and IBM icons. There are also remixes of old arcade favourites such as *Asteroids, Tutankhamen* and *Pengo* plus a version of Monopoly and a Star Trek trivia game that's a bit of a brain strainer. Nine games in all.

Seventeen Bit Disk No. 837 ★★★★★

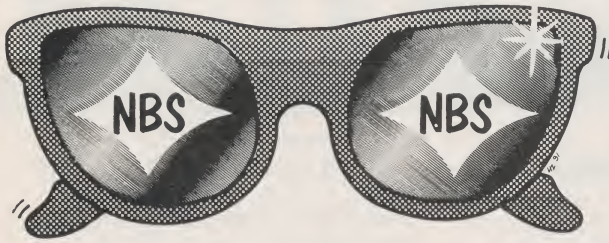


BOMB THE BASS

Bass make a comeback to the demo scene with a visual and sonic extravaganza.

Strictly PD Disk No. D233 ★★★

NBS PUBLIC DOMAIN SOFTWARE



OUR SERVICE LEAVES OTHERS IN THE SHADE
(in fact, its SPECtacular!!)

LATEST PUBLIC DOMAIN

D253	TECHNOSOFT: VECTORCITY	Similar to the now famous Trip to Mars
D257/8	TSB MAXIMUM OVERDRIVE	2 Disk set (1 meg) Ace demo. Great anim, graphics & music. Outstanding.
D440	DR WHO SLIDESHOW	It had to happen..a good slideshow featuring the old Doctors. Daleks and all.
D441	THE INVISABLE WORLD	Who did you sleep with last night? No-one? Wrong..you had several million partners. See this and itch!
D432	HAVE A LAUGH PICTURE SHOW 6	63 naughty mono cartoons, saucy seaside picturepostcard typehumour!
D579	MORE CLASSY ANIMATIONS	Steve Parker is back with some more cute animations,inc 'SpiderChuck'
D586	DISCOVERY SHUTTLE ANIMATION	Another great animation..this time of the Space Shuttle
M247	19 - TANKARD	A digitisation of n n n n n 19. Good.
M249	AXIS JOCHEN HIPPEL SOUND DISK	Brilliant! Good, magic, fun. Chip music disk with a difference
M257/8	SILENTS BLUESHOUSE MUSIC/GAME	(2 Disks Set) Certainly the best we have ever seen from the Silents.
G160	VIDEO TENNIS (1 MEG)	Recreation of the original arcade game.
G166/7	GREAT GAMES VOL 1 AND 2	A collection of the latest PD games. Vol 1 has 10 games inc Missile Command. Vol 2,3 games inc Sub Sim.
G168/9	RAID AND SERENE	2 great games from Andrew Fereday written with the SEUK. Excellent graphics!
G170	MEGABALL	Surely the best ever Freakout clone available on PD Brill Shareware programs from Ed & Al Mackey
G162	SPACE POKER	Sim of Poker fruit machine. Good
G199	SEVEN TILES	Superb, speedball type game. Brilliant quality. The best ever PD game.
U103	MASTER VIRUS KILLER V2.1	Latest update recognises 124 Virus's.
U602	QUICKBASE	An ultra simple database. Ideal for addresses.
U603	NBS ESSENCIAL UTILITIES	Sid, Virus Expert, Bootmenu, Powerpack, Disksalv,Bootintro, Setkey and copiers.

ALSO IN. 2 great disks from the CRUSADERS. only available subject to writers permission. (applied for) Ring for details.
All NBS public domain disks £1.25 each. please add 50p towards postage and packing on total order.
BONUS One extra disk free, for every 10 ordered, plus free postage. Offer does not apply to AMOS Licenceware.

THE SIMPSONS (D261)
At last, thanks to DECAY, a brilliant demo that does the Simpsons justice! Features a great Bartman Re-mix and some great animation. (1 meg)

THE PRISONER (D260)
Remember the old cult TV series, set in N.Wales?? Here's a demo! Not technically brilliant, but a good subject for a demo, and nicely done.

PHENOMENA DEMOS
2 Great new state of the art demos. ENIGMA (D259, 1 meg) takes Vector landscapes to its ultimate effect, and INTERSPACE (D263, 1 meg) an epic production indeed.

PAH! SIMPLE STUFF VOL 8 (D262)
Not put together by this time, but adopted. The star of the show is the amazing new demo by the SHINING, featuring 'Blitter Scaling' an amazing new coding technique (1 meg)

AMOS

LATEST AMOS PD AND LICENCEWARE

Please Note:
AMOS PD ..... £1.50 per disk
AMOS Licenceware ..... £3.50 per disk

A103/4	(GAME) PICK UP A PUZZLE	(2 disk set, 1 meg) Original idea. A kind of floating jigsaw puzzle.
A105/6	(GAME) PICTURE IT	(2 disk set, 1 meg) A super jigsaw puzzle game, ideal for the youngand old.
A110	(GAME) CROSS FIRE	(1 meg) Collect the items on the grid, beware the mines and gunshipson all4sides.
A115	(GAME) BALLOONACY	(1 meg) Fly your ballon and flatten the buildings. Addictive game.
A124	(DEMO) BOB MANIACS BY SYNTEX	An excellent demo (for AMOS) some very good,and fastroutines.
A131	(DEMO) ARMAGEDDON DEMO BY SYNTEX	(1 meg) Unoriginal but, again, excellent for AMOS.
A135	(EDUC) SIMON AND SPACE MATHS	Learn your sums then blast the Aliens as a reward!

LICENCEWARE £3.50 PER DISK. A PROPORTION OF THIS GOES TO THE AUTHOR

L001	(ART)-COLOURING BOOK	(1 meg) Title says it all. Great fun for the kids.
L004	(GAME) THINGAMAJIG	(1 meg) Simple jigsaw puzzles writen for children. 24 in all.
L005	(GAME) JUNGLE BUNGLE	(1 meg) An icon driven adventure game, again, written withchildren in mind.
L006	(GAME) PUKADO	(1 meg) A good game of good quality, and what licenceware shouldbe all about.
L007	(GAME) 4 WAY LYNX	Similar principal to pipemaniabut harder!
Loo8	(EDUC) WORK AND PLAY	(1 meg) 3 Educational games for children. Telling the time and Maths.
L010	(EDUC) THE WORD FACTORY	(1 meg) A spelling and memory game. Good reviewsbut I'm notimpressed.
L011	(GAME) GO-GETTER	(1 meg) A good computer version of what would make a goodboard game. Worth a look.
L012	(GAME) HYPNOTIC LAND	(1 meg) Similar to klax but balls not blocks.
L013	(GAME) JIGMAINA	(1 meg) More jigsaw fun, inc construction kit.
L014	(EDUC) PLAY IT SAFE	(1 meg) A great idea to teach safety in the home to young children. Exceptionally good idea.
L016	(GAME) REVERST 2	An updated and much improved version of this classic game.
L017	(GAME) DOGFIGHT 2	(1 meg) A game for up to 8 players but 6 of them have to crowd around the keyboard. Hectic!!
L019	(GAME) X -IT - 50	An original game concert. Well presented and complete with level designer.
L020	(UTIL) WORDY	A wordprocessor written in AMOS! Lots of facilities and Epsom compatable for printing.
L021	(QUIZ) QUINGO	(1 meg) A quiz / bingo game. 3000 questions !!

For full details of all the latest Public Domain, Licenceware, Commercial Software, and computer accessories, Tech Tips and news, get NBS PD UPDATE 6, Now with suppliment. This 28 page A4 booklet is free with your order or just send a large stamped addressed envelope.

WE ALSO SUPPLY THE FOLLOWING...

KAObulk branded disks ..... 60p each KAO Unbrande ..... 50p each
(5p off for 50 +, 10p off for 100+)

A note about 3.5" disks. Over the past year, we have tried several different makes of branded disks. We used to think that a 1 or 2% failure rate (on our duplicating machine) was good. Until we discovered KAO. Over the last couple of months, we have had 3 rejects in over 10,000 disks!!! Beware of cheap rubbish. You get what you pay for !!

10 cap boxes.....£1.25 100 cap boxes.....£8.25 Disks labels.....30 for £1.00 200 for £5.00 1000 for £15.0.

PRINTER RIBBONS LC10...mono £3.30 colour £5.75 LC24/10....£4.95 LC200 (branded).....£5.75 CITIZEN SWIFT 24/120D.....£4.95

AMIGA DUST COVERS....£2.25 LC10 DUST COVERS....£2.50 MOUSE MATS....£2.75

UPGRADES. EXTERNAL DRIVES. REPLACEMENT MOUSE. CABLES. JOYSTICKS. ETC....RING FOR DETAILS.

'ORDERING DETAILS'

Please make cheques/PO payable to NBS, and send to:

NBS (Dept C)
132 Gunville Road
Newport, Isle of Wight
PO30 5LH

TELEPHONE (0983) 529594/821983 FAX (0983) 821599

All NBS Public Domain Software...£1.25 AMOS Public Domain...£1.50
1 Free disk for every 10 ordered, plus free postage. (UK only)
Otherwise remember to add 50p to total order for postage and packing.
All orders (up to 2kg) sent by first class mail. Please add 30p for recorded delivery, if required.
Overseas orders. Please add 25p per disk (EEC) World 50p per disk for postage & packing.
NBS....HERE TODAY....AND HERE TOMORROW TOO.

AMIGA P.D.

ONLY

89p per Disk



Our catalogue currently holds over 700 disks and is rapidly expanding.
Send for FREE Catalogue to:
BRENLEE P.D., 8 Kings Road, Shepshed,
Loughborough, Leicestershire LE12 9HT
Telephone (0509) 508286

TANK PD

MEMBERSHIP IS ONLY £6.50 PLUS CATALOGUE DISK UNTIL 29th JUNE. £10.00 THERE AFTER. FOR MORE INFORMATION AND CATALOGUE DISK SEND 50P OR A BLANK DISK AND S.A.E (updated daily). MEMBERS CAN SUPPLY THERE OWN DISK AND PAY NOTHING.

60p per disk (members) or **99p** (non-members)

MAKE CHEQUES / P.O PAYABLE TO: J.FORD, TANK PD, 4 CHANDOS ROAD, REDLAND, BRISTOL BS6 6PE.

SAGITTARIAN PD

99p per disk (or 59p per disk if you supply a blank). Add 50p P&P per order in either case. Overseas orders please add £2.00 per order. CATALOGUE disk 70p (including tips on buying video equipment, plus hand drawn portraits and digitised pictures, Overseas please add £1.00)

GAM14	Tecnoball, playable demo of this TLK games release. A breakout/snooker crossover with 4 bats, corner pockets, and various options.
GRA12	Dr Who digitised slideshow 1, hires B&W screens featuring all 7 doctors.
GRA13	Dr Who digitised slideshow 2, hires B&W screens featuring the 4 most recent doctors.
GRA14	Star Trek: The Next Generation digitised slideshow 1, hires B&W screens.
GRA15	Star Trek: The Next Generation digitised slideshow 2, hires B&W screens.
GRA17	Blakes Seven 'Stardrive" digitised slideshow, hires B&W screens from this final series episode.
GRA18	TO GRA22 are similar to GRA12 TO GRA17 but colourised.
GRA23	Doctor Who Gallifreyan slideshow, hires B&W scenes from the Doctors home planet.
GRA24	Similar to GRA23 but colourised.
DM2	The Walker Demo 2 (1 meg)
DM8	Puggs In Space.
DM71	Budbrain 2.
UTL31	Includes ST EMULATOR that runs loads of non crunched software (needs 2 drives). powerpacker V2.36, Noisetracker V2.0, Virus X 4.4.
FISH 337	The C Manual (1 disk archived or 3 disks unarchived for single drive users, please state)
FISH 344	ROM Kernal Referance Manual Companion.
FISH DISKS	95, 110, 143, 161, 295, 328, 340 and 347 also in stock

TUTORIAL VIDEO - "GETTING TO GRIPS WITH YOUR AMIGA FROM SETTING UP AND PLUGGING IN TO THE CLI, SOLDERING AND GENLOCKING" (In production at time of going to press. Phone or write for availablity before ordering. May be available on various formats, not just VHS). Price £14.99 (may vary according to tape fomat) oversaes orders please add £4.00.

Please address mail to: Paul Brown (CUA2), 104 Wood St, London E17 3HX.
Telephone: 081 509 9656, International +44 8 15 09 96 56.
Cheques / POs / Eurocheques / Bankers Drafts payable to P A Brown.

TO ADVERTISE IN THE PD / DEMO'S SECTION OF CU AMIGA CALL DAVID CORRIE ON 071 251 6222 EXT 2407

£1.25 per disk Strictly P.D. £1.25 per disk

PUBLIC DOMAIN AT ITS BEST!!

MEGA GAMES GALORE PACK

Amazing compilation of games!

Othello, Jumpy, Cosmo, Mazeman, Sky-Flight, Dad, Car, Ping Pong, SB, Bally, Drip, Tic-tac-toe, Cat & Mouse, Asteroids, Welltrix, Air Traffic Controller, King, Mutants, Yahzee, Tiles, Tron, Chess, Five-in-line, Egyptain, Run, Jackland, Amoeba, Orbit 3D, Trek Trivia, Raps, Step Z, C Robots, Larn, Roll-on, Blue Moon, MM, Wordsearch, SYS, Gravattack, Backgammon, Mr Munk, Death, Bouncer, Monopoly, Pharoah, Gravity Wars, IFF2PCS, Kap-Othello, Miniblast, Diplomacy and game - cheats.

ALL these for £15.00 incl P&P

BLANK DISKS

10 for.....£5.50

50 for.....£22.50

Send £1 plus S.A.E. for our catalogue disk. Includes FREE game,virus-killer, CLI help & over 900 disks described !!

DEMOS

D184 Annie Jones Slideshow.
D215 Alcatraz mega demo
D204 Animation demo 1991
D222 Bowie demo
D211 Bunsen Burner anim. (1MB)
D015 Budbrain Demo (2 disks)
D173 Budbrain 2
D225 Cheap-o-productions. video clips.
D228 Crusaders freaked out
D180 Cokeman/Smurf Anim
D023 Comic Strip Presents
D035 Elvira Demo
D185 Elvira Activities Disk
D132 Enterprise Leaving Dry Dock
D216 Fashion mega demo
D150 Fillit The Fish
D186 Fraxion Fantasy
D036 Fraxion Horror
D037 Fractal Flight (1 Mb)
D170 Girls of Sport
D210 Good Morning Vietnam
D169 Home and Away
D200 Iraq demo
D197 It came from the desert
D172 Indy 500 Demo
D182 Japan culture slideshow
D046 Jasper Carrott
D047 Jarre Docklands Demo
D154 Jarre The Revulutions
D128 Kylie Demo (2 disks)
D175 Kylie: Locomotion
D221 Loadsamoney
D213 Machine anima
D168 Madonna Cartoon
D055 Madonna Demo
D164 Madonna 2 Slideshow (2 disk)
D129 Maria Whitaker
D148 Mkie Tyson
D063 Monty Python's Nudge Nudge ! (2 disks)
D188 Napalm Death
D162 Neighbours
D071 Popeye Meets The Beach Boys
D074 Probe Sequence
D075 Puggs In Space
D176 Red Sector megademo (2 disks)
D149 Sabrina
D083 Safe Sex Demo
D130 Sam Fox (nice!)
D084 Sculpt 3D Animations
D163 Space Chase Animation (1Meg)
D088 Space Fighter (1Mb)
D089 Star Trek Animations
D121 Star Trek Animations V17
D112 Stealthy 11 (1Mb)
D233 Subway clapping world
D092 The Run (1Mb)
D212 The Dream goes berserk
D226 The last sun
D201 Total Recall
D097 Viz Slideshow
D098 Walker Demo 1 (1Mb)
D099 Walker Demo11 (1Mb)

UTILITIES

U041 Amibase
U085 Art of virus killing
U063 Amigazer (astronomy)
U006 Business Pack (3 disks: Wordprocessor, Spreadsheet,Database)
U073 C - Light (1 meg)
U007 C Manual (3 disks)
U065 Chet solace extravaganza
U056 DTP clip-art (2 disks)
U012 Dope Intro Maker
U068 Font disks (4 disks)
U051 Future Composer
U043 Geography (Educ. 11 yrs +)
U062 Iconmania
U015 Jazz Bench
U044 Learn About Weather (Education 11 yrs +)
U042 Learn German (Basic Knowledge)
U066 Mandlebrot explorer
U058 North C
U036 Noise Tracker
U081 Rabid Rita's utilities 1
U084 Speech toy (good fun)
U026 TV Graffix (2 disks)
U061 Workbench Fun

MUSIC

M128 Amazing tunes (3 disks)
M130 Bachbusters
M116 Back-to-baseM137 Crusaders project beat
M006 Depeche Mode
M011 Digital Concert V1
M106 E&L: Get up
M135 Electric Youth (2 disks)
M101 Feel the Rhythm
M012 Games Music Creator
M015 Genesis
M096 Groove in the heart
M044 Human League
M093 Iron Maiden
M042 Kim Wilde
M018 Miami Vice Remix
M128 Original rips 6
M120 Original rips 1 (compilation of best PDmusic)
M107 Pet Shop Boys: Suburbia
M126 Powerpack prodns. Weird attack 1
M091 Queen: Flash (2 disks)
M140 Random access
M131 Simpsons; Bartman (3 disks)
M127 True Energy
M124 The Power remix
M031 The Wall PinkFloyd
M094 Technotronic megamix
M032 Walk This Way
M123 What time is love ? (1 meg)
M0338Channel Soundtracker
M133 Zee's hip-hop disk

GAMES

G058 2-player soccer league
G082 Antep (1 meg)
G081 Airwar
G001 All New Star Trek Game (2 disk)
G102 Adventure games
G043 Arcade Games
G073 Autobahn 3000
G039 Breakout
G079 Bullrun (war game)
G087 Boing (2 disks)
G005 Blizzard
G080 Casino games
G077 Cave runner
G006 Collosus-The Adventure Game
G008 Eat Mine
G063 Electric Train set
G069 Escape from jovi
G009 Flaschbier
G051 Frantic Freddy
G012 Gravattack
G013 Golden Fleece Adventure
G078 Lame ST-Ports
G054 Jeoppard (1Meg)
G016 Larn - The Adventure Game
G075 Lettrix
G066 Learn and Play 1
G067 Learn and Play 2
G059 Marathon mine
G074 Master of the town (great)
G072 Mastermind
G055 Mayhem
G052 Mech Forth
G017 Mega Games 2 (2 disk)
G071 Metagallactic llamas
G040 Monopoly - Cluedo
G019 Pacman
G086 Property Market
Go23 Pseudocop
G065 Quizmaster
G084 Rings Of Zon (1 Meg)
G024 Return To Earth
G083 Seven Tiles Speedball
G060 Snakepit
G025 Starfleet
G064 Star Trek (US) (2 disks)
G070 S.E.U.C.K game
G076 The lost occrest
G085 The J.A.R.
G037 The Holy Grail
G056 The Turn
G053 Treasure Hunt
G041 Trek Trivia
G062 Wet Beaver (bat & ball)
G068 Wordsearch

S.P.D TOP FIVE

(April Sales)

U006 Business pack (3 disks)
M142 Crusaders does Genesis
D200 Iraq demo
G083 Seven Tiles Speedball
D204 Animations 1991

ALL 7 DISKS ONLY £8.00 !!

Please add 70p for post and packing.

OVERSEAS ORDERS WELCOME
Extra 25p per disk for Postage.

£1.25 per disk

STRICTLY P.D.

11 York Place, Brandon Hill, Hotwells, Bristol BS1 5UT.

PD SOFT. (CU), 1 BRYANT AVENUE, SOUTHEND-ON-SEA, ESSEX SS1 2YD.

Credit Card Hotlines (0702) 466933/612259

MasterCard VISA

NEW FROM FRED FISH

F031 VDRAW Free Hand Drawing Program
F035 QUICK COPY Copy some protection
F041 AMIGA VENTURE Write Your own adventures and swap with your friends
F074 MCAD The Object Drawing Program
F091 THE ADVENTURE LANGUAGE]
F165 RAM COPY Copies a disk into Ram!(*)
F171 SOBOZON C COMPILER
F229 DRAW MAP Generate flat,Globes, Orbital, mercator of the earths surface
F232 DBUG Macro C Debugging Package
F240 DUNGEONMASTERMAPS All 14 levels
F247 ASSEMTTOOLS Over 135 routines
F272 AMIGAPUNT Horse prediction PRG
F273 PENNYWISE CashBook Program
F276 CLICK DOSII Upgrade to the CLI
F300 TITLEGEN V1.6 Video production
F305 SPACELOG Space related Database
F314 ZC C COMPILER Update on Disk F193
A64 V2.61 of the 68000 Macro Assembler
F339 PCQ PASCAL COMPILER V1.1C
F341 P2C V1.13 Translates Pascal Prgs to C
F347 CURSOR 3-Pass A Basic compiler
F355 TRACKSALVE V1.3 Remove CLI bugs
F356 NCOMM V1.34 Communications PRG
F359 ABRIDGE, Solution to Anim5 incompat
F371 FRACTALS Fractal generator that generates various different types of fractals
F379 THEA64PACKAGE V1 Comprehensive Emulator to assist CBM64 users upgrading on to the Amiga Commodore 64 Basic.
F382 CROSSDOS V4.00b /Read and Write IBM, MSDOS (Also ST) Disks on the Amiga
F383 MANDELMOUNTAINS Version 2.1
F387 MANDANIM V1.1 Mandelbrat Creator
MANDELBLITZ V1.0/MandelBrat Plotter
F391 FRACTALLAB Investigate the realm of fractals and let your imagination run wild.
F396 ROADROUTE A trip planner ta find the best road route between any two points
F397 DKBTRACE V2 A complete ray Tracer
F402 PRINTSTUDIO V1.25 Prints Text and Graphics in a variety of Options **PCOPY2.12**
F403 KAWAI EDITOR Some kind of MIDI based music Synthesizer Program
F414 WRAP A program to wrap a Sculpt 4D image around a sphere of cylinder V1.32
F415 CBBS A world like BBs System,ARadio
F416 BUDGET Personal Finance manager
SOUNDEDITOR A Stereo sound file Editor
F417 DATAEASY Database with Various New Advanced features Inc Phone Dialer
F420 BOOTX/New Virus Killer **MENU WRITER**/Write a menu to your Bootblocks
F421 NOVIRUS,Virus destroyer Inc saveopt
F422 IMPLODERV3.1/Data Cruncher
F425 CHECKBOOK Checkbook recording
F429 ATCOPY Copies Files from one side of the Amiga System to the other (PC to Amiga)
F430 SCULPTTOOLS Includes **BRUSH4D, FRACTAL4D, SPIRAL4D,** All Updated Versions
F431 CHEATSHEET A compilation of Hints, backdoors,helpful bugs passwords& codes
F434 TYPING TUTOR,A simple tutor which measures typing speed & changes difficulty
F441 DISKPRINT The New 3.5 Disk Labeler with Graphics, Ment for a small PD Library
F443DICE Dillons Intergrated C Enviroment, system Which includes a C compiler, assembler, linker and the support libraries
F447 SMAN Mandelbrot Generator,uses mouse
F449 WONDERSOUNDV1.7 Additive harmonic instrument design tool & Window

VARIOUS DISKS

V013 PLAY AND READ Various Educational Programs for the younger users **(2)**
V017 VC The best Spread Sheet Program
V024 BANKN The CheckBook control system
V028 WORDWRIGHT & AMIGASPELL
V029 HOUSE HOLD INVENTORY
V038 SIERRA GAME CHEAT DISK
V041 THE DPAINT ART DISKV1.0, Loads of Pictures to load into Any art package
V043 JAZZBENCH Replaces your Workbench disk this disk has loads of Extra Features
V048 TV Graphics/Video Graphics Various utilities for Video Production Work **(8)**
V085 RED SECTORS INC DEMO CREATOR
V090 D COPY AND TETRACOPY PROGRAM
V108 AMIBASE PROFESSIONAL This is the Mast popular Amiga Database program
V086 THE VIDEO PRODUCTION DISKS (2)
V100 3.5 DISK LABELER Prints graphics
V114 TEXTPLUS2.2 The Best Word Processor See Amiga format March for Review details
V116 ST-07 HOUSE MUSIC Instruments
V118 QUICKCOPY PROGRAMS and More
V119 PRINTER DRIVERS/This disk contains all the drivers from fred fish and Incs Generator
V126 TurboBackup,CrayonPaint,X-spell Jed WP,Sound Tracker V2 5 & 6 Rippers
V131 C-LIGHT Simple Ray Tracing Program See Amiga Format March for a review
V132 ST-71 PSYGNOSIS Instruments
V133 8 Channel/Track Sound Tracker
V134 NEW CLIP ART V1.9 and V2.0 (2)
V136 THE SCANDEL Demo Creator kit
V137 SCANDAL ORIGANAL MODUALS withthe Africa Music from Budbrain 2
V150 ST-16 To ST-21 Instruments (5)
V156 COUNTACH CLIP ART (3) New Art
V159 VIRUS KILLER COLLECTION No **2**
V161 THE PUZZLE MAKER Design Puzzles
V166 THE COMPLETE CMANUAL (3) is a complete c manual for the amiga includes over 70 fully executable programs,
V169 RIPPED MODULES:V1.0 to V1.9 **(10)** All are for use with Sound or Noise Tracker
V179 CLOUD and FRACTAL Various programs for the Fractal Generator Starter
V190 M.E.D.Version Number THREE (V3.0) Lastest updated program See AF for review
V191 MASTER VIRUS KILLER Virus Checker and Killer with an Excellent Search option
V192 A-GENE DATABASE Family Tree Data InformationPragram With Database
V193 EMULATORS Covers Vanous Formats which includes CBM,QL,IBM-PC,MAC & ST
V194 MR BACKUP.HD This New Version Not on a Fred Fish Yet, New from the U.S A
V195 GRAPHIC INTERCHANGE Change between Atari St/PC graphics to the Amiga
V196 A.M.O.S. Instruments Sounds (7)
V205 MICRO FICHE FILER DATABASE
V206 THE QL EMULATOR& PROGRAMS(3)
V209 CLERK ACCOUNTS PROGRAM
V213 ST-21: HOUSE MUSIC INSTRUMENTS Vol II The Samples have Remixed back
V214 STAR TREKKER VERSION V1.3 This latest version by **EXOLON** of **FAIRLIGHT**
V215 PD-Soft VOL5: DISKMASTER V3.2, DISK-X V2.2A,DISKSALV V1.42,PSION LINK
V216 SPECTRUM EMULATOR VERSION 1.0 Includes vanous games,ChuckieEgg+others
V217 PD-Soft VOL6: PRO SOUND TRACKER V1.1a,SEARCHERV2,TURBO IMPLODERV3.1
(NEW) NORTH C VERSION V1.3

GAME DISKS

0582 WONDER LAND Like Super Wonder Boy very simple idea but very hard game
0629 SPACE INVAIDERS Very Good
0688 BACK TO THE FUTURE 3 (Playable)
0847 HEYTRIS Very hard but excellent
0848 THE MAZE Travel the corridors
0850 TURRICAN II (Playable version)
0902 TAROT CARDS Select your birth sign
0913 BREAKOUT3D & Normal Game Inc
0998 MONOPOLY AND CLUEDO
1060 STAR TREK The NEXT GENERATION Mega follow up to the **STARTREK** Game
1073 TETRIS ORIGINAL Fast & responsive
1079 DRIVE WARS The new shoot em up
1081 THE ULTIMATE STAR TREK GAME(2) Latest version, Author Tobias Richter
1083 MECHFIGHT The Role playing game
1188 QUIZ MASTER Quiz Game
1203 AMIGOIDS An ASTEROIDS Variant
1244 MISSILE COMMAND Fred Fish F444
1246 THE GALACTIC FOOD FIGHT
1247 RINGS OF ZON Gauntlet style (*)
1248 DRAGONS CAVE Puzzle Adventure
1254 STAR TREK THE SHOOT EM UP
1255 THE SIMPSONS Control BART
1258 EAT MINE The Boulder dash Clone
1259 TWINTRIS The best Tetris Variant
1260 PACKMAN89,Excellent Features
1328 WHEEL OF FORTUNE As on TV
1335 WIZZYS QUEST, Written in AMOS
1341 DOWN HILL SKIING/Arcade game
(NEW) TENNIS Play on the Computer
(NEW) BLACKJACK,casino simulator.
(NEW) AMERICAN STAR TREK* (2,2 DD)
(NEW) DTris The all New TETRIS Variant
(NEW) AMIOMEGA Similar to Hack/rogue but is much more complex, AD&D style
F062 HACK/LAN Adventure Games (2)*
F096 CHESS Better thansome commercial
F162 LABYRINTH II Role Playing Game
F174 TETRIX Another Tetris Variant
F194 MORIA Dungeon Simulator Game
F252 ZERG Move Characters through the fantasy Realm and Slaughter Monsters.
F269 CHESS TUTOR Novice chess player
F306 LIFEA new version by Tomas Rokicki
F327 MASTERMIND Famous TV Game
F345 CROBOTS Similar to Mech Warrior
F357 EMPIRE Multiplayer Economics gm
F362 IMPERIUM ROMANUM Risk style
F392 SPADES The popular card game
F404 STAR TREK THE NEXT GENERATION QUIZ GAME Contains1000+ Questions(2)
F417 QUIZ Covers Physics, Indians& States
F418 RUNNING A Classical Maze Game
F420 SPACEWAR V1.11 TwoPlayer Game
F422 TREKTRIVIA Covers Original series
F423 HOLLYWOOD Television Trivia
F426 METRO Take the role of a city planner You must construct a masstransit subway system Build wisely for success
F428 TRAIN Construction simulator
F432 CONQUESTV1.2 War game similar in concept to the board game Risk
F448 SOLITAIRE With Helpful Features

OUR COLLECTION IS THE LARGEST AROUND. NOW OVER 2300 DISKS

SOME OF OUR DEMO DISKS

F450 AMY Amy the squirrel takes a wrench to A **Walker** Machine*
F423 POGO MissMam'a'Sele,Cute*
F418 ATMOVES Amy the Squirrel*
F414 Batman,LateNight,Terminal*
F413 Stealthy Manoeuvres II *
SwissArmy ,JUGGLER2+DEMO
0028 THE KNIGHT ANIMATION*
0031 FASHIONATING MEGA DEMO
0099 DRAGONS LAIR Animation*
0111 ORIGINAL WALKER DEMOS (2)
0168 NASA PICS Actual space pics
0185 SWINGING FROG Animation*
0186 ORIGINAL **STAR TREK** ANIM(2)
0242 PLASMA FORCE ACID Demo
0286 KYLIE MINOGUE (2)
0272 FREDDY KRUEGER PICTURES
0277 DRAGONS LAIR II Animation*
0318 JOE OF SCOOPEX Slide Show
0343 FORGOTTEN REALMS Pics
0451 SCOOPEX XENORMORPH
0500 SCOOPEX Mental Hangover
0525 ESCAPE FROM SINGES CASTLE Animation Preview Disk *
0532 HIGH LANDER Animation *
0542 PUGGS IN SPACE Animation
0550 DRAGONS LAIR Long Sample
0555 THE RUN Animation*
0586 TRON LIGHT CYCLES (2) *
0612 MONTY PYTHONS Demo (2)
0614 DEBBIE GIBSON E.Youth (2)
0620 LAUREL and HARDY Show (2)
0635 100 ORIGINAL 64 Tunes
0662 CRIONICS PRESENTS THE MADONNA DEMO DISKS **(2),**
0664 BUDBRAIN Mega Demo (2)
0671 DIGITAL CONCERT 6 REMIX
0674 EPIC OCEANS SPACE CITY*
0678 GOOD MORNING VIETNAM
0689 TECHNOTRONIC REMIX
0690 POPEYE Meets the Beach Boy
0711 GHOST and **GOBLINS MUSIC**
0723 DEPECHE MODE Music **(2)**
0731 SILKWORM4 (Playable Prev)
0733 PMC FRACTAL Animation*
0792 ALIENS Mega long Sample (2)
0804 MICHEL JARRE EQUINOXE
0814 JARRE'S Ultimate Docklands II
0838 THE STAR WARS Picture Disk
0854 KYLIE'S Made in Heaven (2)
0883 THE 808 STATE Remixes
0905 ZOOLOOK Michel Jarre
0910 WAR OF THE WORLDS(2)1094 in the Total Remix, Washing Advert
0926 THE WHO Mega Sounds
0937 MIAMI VICE Remix Disk
0944 GLIDERSCOPE IV The Making
0948 MAXIMUM OVERDRIVE (2)
0952 GLIDERSCOPE IV The Remix
0956 THE New EVIL DEAD Demo
0960 D-MOB REMIX MUSIC IV (2)
0959 THE BEST DEMOS of 1990
0972 BETTY BOO Music Sample
0989 WRATH OF THE DEMON
1002 BUDBRAIN II MEGA DEMO
1003 HORIZON SLEEPIN BAG
1004 TREACL MEDLEY RELATION
1005 SONIX HOUSE MUSIC No 5
1008 SHARE & ENJOY AMAZING TUNES II (3) * BY SCOOPEX
1016 CRIONICS Total Destruction
1019 TECHNOFLIGHT FLIGHT SIM
1021 USA vs IRAQ Animation
1044 KEFREN5 Presents **THE WALL**
1047 ROBOCOP Digi-Movie demo
1048 BRUCE LEE Picture Demo
1049 TOTAL RECALL The demo
1050 BACK TO THE FUTURE II
1054 THE BLUES BROTHERS (3)
1065 HAWK'S Nice Batman section
1070 OXYGEN 900 REMIX MUSIC
1071 R.A.F MEGAMIX Number 1
1077 VOICES OF ENERGY by **PANIC**
1078 SWEET MUSIC By CRUSADERS
1105 JARRE LIVE The Best Jarre disk
1107 STAR TREKKIN The Whole song Packed on Two disks (2,2DD)
1113 COYOTE PART II The Road Test
1115 BAD NEWS From Comic strip
1118 CAPTURED IMAGINATION
1119 CRUSADERS HOT WIRED
1123 SONIX Presents **THE BEATLES**
1129 DIGITAL NOISE II Excellent
1130 MARS Animation Very good
1133 SCOOPEX MEGA DEMO II (3)
1143 THE VIRUS STORY THE MOVIE
1146 EQUIMANIA II Drunken Skulls
1157 GROOVE IS IN THE HEART
1158 THE DPAINT III Animation **(2)**
1162 WATERSHIPDOWN Slideshow
1166 R.A.F BEAST II MUSIC Disk
1168 DRAGNET Mega Sample (2)
1177 APPRENTICE By RainbowArts
1190 THE TRASHCAN By **WIZCAT** The dark side of Mickey Mouse
1207 PLAYBOY Jan 1991 (2) XXX
1211 MADONNA JUSTIFY MY LOVE
1214 ENIGMA Music disk Selection
1216 THE ULTIMATE WARRIOR (PD)
1226 CHAOS ROCK Animation
1236 The VOCAL ATTACKII (2)
1238 ANARCHY Presents: **THE SYSTEM VIOLATION** MEGA DEMO
1242 RED DWARF Hi-Res Pictures Various Shots from Red Dwarf **(2)**
1253 OPTICAL ARTS Mega demo
1256 SILENTS Presents **THE BLUE HOUSE** Mega Demo, Reviewed CU
1267 DRAGONS LAIR III Preview
1280 MAG.FIELDS Digital Remix
1298 LETS RIP VOLUME III MUSIC
1302 NIK WILLIAMS Broadcast
1308 ROLLER BALL New Release**(2)**
1312 CARS & GIRLS SLIDE SHOW
1317 THE BAD BIRD ANIMATION
1332 ARNOLDSCHWARZENEGGER in the Total Remix, Washing Advert
1340 IRAK ANIMATION Disk *
1343 THE ROBOCOP II Slide Show
1344 NIGHT THOUGHTS Brazzle athkins presents Wrierd Pictures
1345 SYNTH MUSIC Number 8
(NEW) DO THE BART MAN The Simpsons **SING THE BLUES (3)**
(NEW) EMIGMA By **PHENOMENA**
(NEW) Can i play with **MADNESS** by **DEFCON1** Another Excellent Product
(NEW) SPACE OUT By Mag Fields
(NEW) PENTTI MUSIC 5 By **WIZCAT**
(NEW) INDIANA JONES &THE LAST CRUSADE Hi-Res SLIDE SHOW (2)
(NEW) ZOOM *PIXELIUM*BY NEXT

(N) = NUMBERS OF DISKS
* = 1MB MEMORY REQUIRED
(2DD) = NEEDS TWO DISK DRIVES
(NEW) = BRAND NEW DISKS! PLEASE QUOTE TITLE WHEN ORDERING

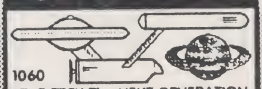
CATALOGUE DATABASES

Tired of boring catalogue disks? Get the unique, easy to use PUBLIC DOMAIN Database Catalogue Disks .They contain details of over **2300** disks available directly from us.(All items are in stock) A multitude of options including Search, Print, Sort and Review details. 2 Disk Set Only £1.50. Includes Free Updates

POLLYSOFT LICENCEWARE £3.00

L1 - SPACE BLOB : Platform Game similar to Manic Miner
L2 - MR DIG (1Mb) : Dig Dug Style Collect those cherries
L3 - Q-BOID : Tetris Collectors and players will love it
L4 - COMPUTER CONFLICTS (1Mb) : Space Age shoot'em up
L5 - SUB CULTURE : R-Type clone. All 5 Exciting Levels
L6 - BALLZONE : Arkanoid but with a new twist.
L7 - DIZZY LIZZY(1Mb) : Extra Large Boulderdash game
L8 - FUNTIME 1 : Educational Games ShapeClock,picture,Keys
L9 - FUNTIME 2: Educational Games,Money,Seasons,Mouse

STAR TREK GAMES



1060 STAR TREK The NEXT GENERATION
1081 THE ULTIMATE STAR TREK (2) Latest version, Author Tobias Richter
NEW AMERICAN STAR TREK* (2,2DD)

ORDERING DETAILS

PLEASE QUOTE THE DISK NUMBERS WHEN ORDERING BY PHONE OR POST. ALL PRICES INCLUDE V.A.T,POSTAL COSTS & PACKING

ORDERING BY POST:
PLEASE SEND A CHEQUE, POSTAL ORDERS MADE PAYABLE TO PD-SOFT (DEPT CU), 1 BRYANT AVENUE, SOUTHEND-ON-SEA, ESSEX, SS1 2YD.

FOREIGN ORDERS :
ALL ORDERS SENT BY AIR MAIL. FOR EUROPEAN ORDERS PLEASE ADD 10% (MINIMUM 50p INTERNATIONAL AND EUROPE CREDIT CARD ORDERS WILL BE CHARGED POSTAGE AT COST. EUROCHEQUES & ANY CHEQUES MUST BE DRAWN ON A U.K BANK. (OR CASH BY REGISTERED MAIL).

ORDERING BY PHONE:
ORDER FROM 9am - 9pm WEEK DAYS & FROM 9am - 10pm ON SATURDAYS

COLLECTING DISKS/ORDERS:
PLEASE RING BEFORT CALLING SO THAT WE MAY PREPARE ORDERS THAT YOU REQUIRE

PRE-PRINTED LISTS (ALL ARE FREE OF CHARGE)
PROFESSIONAL LISTS ARE AVAILABLE NOW!, TITLES ARE AS FOLLOWS GAMES, FLETCHER FONT INSTRUCTIONS & LISTING, FRED FISH UPDATE1 DISKS F351-F450, COMPETE DEMO & VARIOUS CATALOGUE LISTING

FRED FISH PAPER

Ever wanted a complete description of all the Fred Fish disks an Paper? Well, the entire list is now ONLY available from PD SOFT.over 80 Pages revealing everything about every program in this range as described by Fred Fish **This Includes Sorted Index Of Every Program!** Only £2.50

FLETCHER FONTS

PACK 1 to 4 : 6 disks per pack, each disk has 7 to 15 different colour fonts, various sizes but no repeats. Instructions to load the 16 colour fonts into DPAINT as fonts. Help, Advice & Support available from PD Soft.
PACK A or B : Black & White packs of fonts as above but 10 to 20 fonts per disk. **£15.00 Per Pack.**
IDEAL FOR VIDEO & ARTISTIC WORK

PRICES ARE PER DISK

1 -5 Disks 2.50 **6-10 Disks 2.25**
11-20 Disks 2.00 **21-49 Disks 1.75**
50-99 Disks 1.50 **100+ Disks 1.25**
With Exception to Licenceware, Special Packs public domain Packs & Blank Media
When ordering XXX Disks please state that you are over 18 Years old
ALL ORDERS DISPATCHED WITHIN 48 HOURS
CLEARED FUNDS ONLY



SPACED OUT

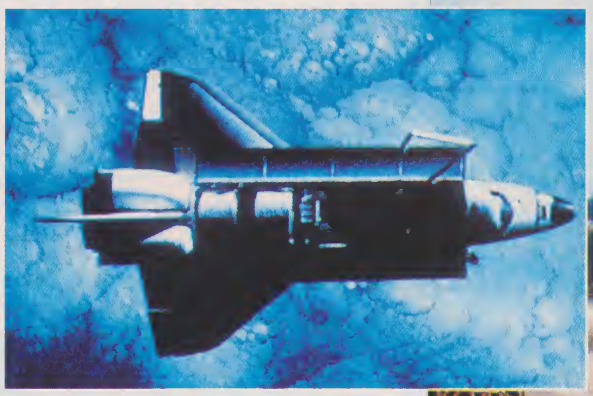
Spaced Out II features some tasty electronic noises and sampled tom-foolery for your money.
ABOTS Disk No. 993 ★★

DEMOS

SPACE FACE

A selection of NASA space pics have been digitised for the Amiga and form the basis of a new slideshow by Kerry Lancaster.
Seventeen Bit Disk No. 907 ★★★

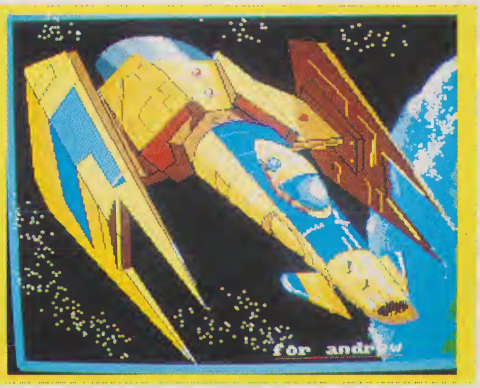






READERS' DEMOS

Alastair Carter from Rossendale sent in a couple of fantasy shots which took our fancy (*right*) and J. W. Clegg from the Isle of Man has come up with some tasty *D-Paint 2* screens (*above*). Both readers' work was top-notch. Keep 'em coming!





IN THE NET

A brilliant basketball animation by Eric Graham is currently wowing 'em on the PD circuit. *Seventeen Bit Disk No. 910* ★★★★★

PD TOP TEN

A-Animation S-Sound U-Utility G-Game M-Miscellaneous

1 Applecus Animation **A**
2 Phenomenal Phenomena **A**
3 Games Galore 3 **G**
4 Robocop Animation **A**
5 Games Galore 5 **G**
6 Anarchy System Violation **A**
7 Simpsons Demo **A/S**
8 Acme Megademo **A**
9 Madonna Nude **A**
10 Amazing Tunes 2 **S**

Compiled by 17 Bit

DEPECHE MODE

The mean and moody Basildon Boys' electronic music gets the remix treatment courtesy of Symbiosis. Tracks on offer include See You, Photographic, Little Fifteen, Route 66, Blue Dress and the classic Shake the Disease.
Seventeen Bit Disk No. 926 ★★★





NOW YOU SEE IT NOW YOU DON'T

Don't lose your head over the latest demo by Whis Soft which features some digitized animation from various video nasties. Definitely over 18s!
Strictly PD Disk Number D224 ★★

10 MARKET PLACE
ST. ALBANS
HERTS AL1 3DG
TEL (0727) 56005/41396

Hobbyte COMPUTING

ESTABLISHED 7 YEARS

THE GALLERY
ARNDALE CENTRE
LUTON, BEDS LU1 2PG
TEL (0582) 457195/411281

1MB AMIGA

STARTER PACK

Full Amiga 500 pack, WITHOUT Batman/Flight/Screen Gems software: BUT WITH:

15 disc Hobbyte PD Greats pack, including Virus Killers, the Best Star Trek and other top ten games, Arcade Classics, Board Classics, Best of the Utilities, Home pack including Word Processor, Spreadsheet, Database,
Joystick

1MB AMIGA **£329**

1MB AMIGA

GAMES PACKS

BATPACK OR SCREEN GEMS Full Amiga 500 pack,
PLUS: Batman Pack Software: Batman, F18 Interceptor, New Zealand Story, DeluxePaint II
OR Screen Gems software: Shadow of the Beast II, Back to the Future II, Days of Thunder, Nightbreed, Deluxe Paint II

any 1, 1MB Amiga **£369** any 2, 1MB Amiga **£399**
any 1, 512K Amiga **£349** any 2, 512K Amiga **£379**

ANY SOFTWARE UPGRADE PACK
for existing Amiga owners ---------- **£39**

1MB AMIGA

THE LOT!!

EVERYTHING YOU COULD EVER NEED!!
BATMAN OR SCREEN GEMS GAMES PACK AS LEFT,
PLUS: 10 INDIVIDUALLY PACKAGED GAMES - previous RRPs £19.99-£39.99 each, phone to choose from current list of 15, or leave it to us! Children's games available.
15 DISC HOBBYTE PD GREATS PACK, including Virus Killers, the BEST Star Trek Computer Conflict, Breakout and construction Kit, Blizzard and other games, Arcade Classics, Boord Classics, Shoot-em-Up Classics, Best of the Utilities, Home pack including Word Processor/Spell Check, Spreadsheet, Database

Dust Cover, 10 Blank Discs, Disc Box, Mouse Mat, Microswitch Turbo Joystick
1MB Amiga £399
512K Amiga £379

WITHOUT BATMAN/SCREEN GEM DEDUCT £20

4-9 YRS

ABSOLUTE BEGINNERS PACK

FULL AMIGA 500 PACK, PLUS: POSTMAN PAT, SNAP, SNAKES AND LADDERS, LUDO
FUN SCHOOL 2 (specify under 6 years, 6 to 8 years, or 8+ years) AND **FUN SCHOOL 3** (specify under 5 years, 5 to 7 years, or 7+ years)
12 stunning UK educational games with beautiful pictures, exciting animation and music that help to develop number, word and other skills.
Up to 6 skill levels. Conform to National Curriculum requirements.
HOBBYTE EDUCATIONAL PACK, featuring up to 12 'Learn while you play' games (varies according to age group)
HOBBYTE 30 EASY CHILDREN'S GAMES, 10 disc pack inc; Train Set Game, Flashbier.
JOYSTICK ---------- **£369**
ABSOLUTE BEGINNERS SOFTWARE PACK for existing Amiga users- ----- **£55**

HOBBYTE EXCLUSIVE

FIRST STEPS

EXPANDED EDUCATIONAL/APPLICATIONS PACK
FULL AMIGA 500 PACK, PLUS:
A501 512K RAM expansion
Lets Spell at Home, Music Mouse, Prowrite WP, InfoFile spreadsheet, Deluxe Paint II, Deluxe Print, Music Mouse, LOGO, Talking Turtle, BBC Emulator, 5 BBC programmes, 10 discs, DOs and DON'Ts poster, Resource File, In Pack Video, NAPE Booklet.
HOBBYTE EDUCATIONAL PACK, featuring up to 12 'Learn while you play' games (varies according to age group)
HOBBYTE 30 EASY CHILDREN'S GAMES, 10 disc pack inc; Train Set Game, Flashbier.
JOYSTICK **£529**
SOFTWARE UPGRADE PACK for existing Amiga owners **£199**

CLASS OF THE 90S

EDUCATIONAL/APPLICATIONS PACK
FULL AMIGA 500 PACK, PLUS:
A501 512K RAM expansion, MIDI Interface, Deluxe Paint II, Superbase Personal, Maxiplan 500, Publisher's Choice, Dr T's MIDI Recording Studio, LOGO, BBC Emulator, 5 BBC programmes, 10 blank discs, mouse mat, disc wallet.
HOBBYTE EDUCATIONAL PACK, featuring up to 12 'Learn while you play' games (varies according to age group)
HOBBYTE 30 EASY CHILDREN'S GAMES,
10 disc pack inc; Train Set Game, Flashbier.
JOYSTICK **£519**
CLASS OF THE 90S SOFTWARE UPGRADE PACK for existing Amiga owners **£199**

COMMODORE CDTV

LIMITED NUMBERS NOW IN STOCK
£ - PHONE

AMIGA 1500

Twin Floppy 1MB RAM, Mouse, expansion as B2000, 1084SDI Monitor with: The Works Platinum database, WP, Spreadsheet, Deluxe Paint III, Sim City, Populous, Their Finest Hour, Battlechess, A-Z of Computer Jargon, Get the most out of your Amiga, manuals and operating discs.
15 DISC HOBBYTE PD GREATS PACK, including Virus Killers, the BEST Star Trek, Camputer Conflict, Breakout and construction Kit, Blizzard and ather games, Arcade Classics, Board Classics, Shoot-em- Up Classics, Best of the Utilities, Home pack including Word Processor/Spell Check, Spreadsheet, Database. **£859 inc VAT**
with t.v. modulator no monitor **£649 inc VAT**

A500 TO 1500 TRADE IN

With monitor, with 20MB Autoboot Hard drive **£999 inc VAT**
Without monitor, with 20MB Autoboot hard drive **£799 inc VAT**

EDUCATIONAL PACK

Available only to educational users – see note below
Full Amiga 500 pack, plus **A501 512K RAM expansion plus any ONE of the following** (please state first and second choice) Prowrite WP, InfoFile spreadsheet, Deluxe Paint II, Deluxe Print, Music Mouse, LOGO, Talking Turtle, BBC Emulator + 5 BBC programmes, MIDI Interface, Superbase Personal, Maxiplan 500, Dr. T's MIDI Recording Studio
£299 plus VAT

Important Note: This offer is strictly only available to LEAs, schools, students, educationalists and teachers – please provide official order, or identification such as a letter confirming student status from school or college, or copy of DES card, or similar. Delivery on this package may be up to 14/21 days from date of order.

A500 to B2000 or 3000 TRADE IN

(All prices ex VAT)

- **20 blank discs and 80 capacity lockable disc box**
- **15 disc Hobbyte PD Greats pack**, inc Virus Killers, The Ultimate Star Trek, and ather great games, Arcade Classics, Board Classics, Best of the Utilities, Home Pock inc. Word Pracessor, Spell Check, Database, Spreadsheet

	Alone	2MB RAM on HD contriller	2058 board pop to 2MB	8UP board pop to 8MB
B2000 with 2090A/20MB HD				
HD only	699	N/A	889	999
XT Bridge Board	849	N/A	1039	1149
AT Bridge Board	1199	N/A	1389	1499
2300 Int. Genlock	779	N/A	969	1079
B2000 with 2091/40MB HD				
HD only	849	919	1039	1149
XT Bridge Board	999	1069	1189	1299
AT Bridge Board	1349	1419	1539	1649
2300 Int. Genlock	929	999	1119	1229

A3000
A3000 25/40 25 MHz, 40 MB HD, 2MB RAM, 1 x 3.5" 880K floppy, keyboard **£1989**
A3000 25/100 25 MHz, 100 MB HD, 2NB RAM, 1 x 3.5" 880K floppy, keyboard **£2289**
1950 Monitor SVGA 800 x 600 resolution Multisync **£ 399**
A3000 Trade in price as above less £150 - £200. Please phone.

Please see under "Extras" for additional expansion

EXTRAS inc VAT

Star LC200 colour printer	£189
Star LC24-200 colour printer with leads	£299
Citizen Swift 9 pin colour printer with leads	£189
Citizen Swift 24 pin colour printer with leads	£299
CBM 1270 ink jet printer	£189
Commodore 1084SDI or Philips 8833 MkII Stereo colour Monitor, with leads	£227
Second external 3.5" drive with daisychain through port and disable switch	£59
A501 the Official CBM 512K RAM Expansion	£39
A590 Hard drive	£269
Amiga 590 Hard drive + extra 2MB	£329
10 blank discs 100% guaranteed with PIN na in box	£6.99
50 blank discs 100% guaranteed with PIN no	£16.99
KCS 500 Power board inc 512K exp, MS DOS, Shell, 640K	£219
Rendale 8802 Genlock	£179
G2 Genlock for 2000/1500	£649
A2300 internal genlock for 2000/1500	£99
A2088 XT Bridge Board, 640K, MS DOS 3.3 + 5.25" drive , for 2000/1500	£199
A2286 AT Bridge Board, IMB, MS DOS 4.01 + 5.25" drive for 2000/1500	£569
A2058 8MB RAM exp board, populated to 2MB, for 2000/1500	£199
8UP 8MB RAM exp board, pop to 8MB for 2000/1500	£349
A2630 68030 card, populated to 2MB for 2000/1500	£999
A2630 68030 card, populated to 4MB for 2000/1500	£1299
A2090A/2092 20MB Autoboot Hard Drive for 2000/1500	£299
A2091/2094 40MB SCSI Autaboot Hord Drive for 2000/1500	£499
IVS Trumpcard + 40MB hard drive for 2000/1500	£389
A2320 Display Enhancer card (Flicker fixer) for 2000/1500	£249
A1950 high res colour monitor for 2000/1500 with A2320 and 3000	£459
1MB static RAM for A3000	£199
A500/1500 modulator	£23

ORDERING:

TELESALES NO: (0727) 56005
Next day delivery for credit card orders placed before 4.00pm subject to availabilty. Alternatively send cheque, postal order, bankers draft or official order (PLCs, Education and Government bodies only) to; **Dept. CUA, Hobbyte Computer Centre, 10 Market Place, St. Albans, Herts AL3 5DG.** Please allow 7 working days for cheque clearance. Subject to availability, despatch is normally within 24 hours of receipt of cleared payment.

DELIVERY CHARGES: UK Mainland (not Highlands)

Small comsumables & software items	Despatched by post, please check charges when ordering
Other items, except lasers	Next day courier service, £10 per box
Laser printers	Next day courier service, £17.50
Offshore and Highlands	Normal rate plus £20 + VAT per box

In addition we offer the following express services:

Saturday deliveries	Normal rate plus £10 + VAT surcharge per box
7am to 9am next day	Normal rate plus £10 + VAT surcharge per box
Am next day	Normal rate plus £5 + VAT surcharge per box

NO DEPOSIT CREDIT FACILITIES (UK mainland)
Credit terms at 34.8% APR (variable) can be arranged far puchases over £150, subject to status. Competitive leasing schemes are also available far businesses, including sole traders and partnerships. Just tel far written details and application form.

COMMODORE 1084S OR PHILLIPS 8833 COLOUR MONITOR, LEADS **£220** WITH ANY PACK
STAR LC24-200 COLOUR PRINTER AND LEADS **£285** WITH ANY PACK

COMMODORE PREMIER DEALER
Hobbyte proudly announce this highest CBM accolade, awarded to only the top few dozen CBM dealers offering the best in expertise and support.

CALLERS WELCOME AT OUR BRANCHES
open 9-5.30, Monday to Saturday
Amiga prices, except where stated are inc. VAT. Prices are subject to change without notice. E.&O.E.

staf
TEL ORDER (0727) 56005

PD UTILITIES

For the very best reviews of PD Utilities and AMOS Shareware read the only column that matters...

JUNIOR PD CLUB

A Bit On The Side have launched the first PD club aimed at the younger fan. Sick and tired of all the bad language that finds its way onto the PD circuit, ABOTS have set themselves the task of individually vetting each disk. With over 200 demos, slideshows, games and sound disks, the club looks set for success. For £7 you'll receive a catalogue disk plus five extra disks, a free pen and badge (cooo!). Our sample kit included a *Turrican 2* demo, a Popeye meets the Beach Boys remix, a tank full of singing fish and a brill Tobias Richter slideshow.

Recommended

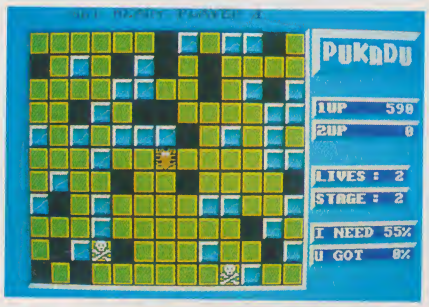


PUKADU

AMOS SHAREWARE

Here's an inventive arcade puzzler in which you take control of a small brown spider and have to hurtle around a square board gobbling up a set number of tiles while avoiding red bouncing balls, green slippery snakes and deadly skulls. Once a tile has been eaten, you cannot walk over that area again, so careful planning and skill is needed to munch through enough tiles to reach the next level. Totally addictive.

ABOTS or Seventeen Bit
£3.50
★★★★



THIS AND THAT

Amongst the legion of utilities packed onto this disk are a host of Workbench hacks. These are particularly stupid and annoying routines which mess about with the way Workbench performs. For example, how about making the screen disolve in front of you or creating a mini-snow storm to rage across the monitor? Using these hacks it's possible to add floating bubbles or a starscape to the background of your Workbench screen or even have a huge pair of eyes follow every cursor movement.

Two other utilities are worth mentioning. *Converter* allows the user to convert graphic images from one format to another. For example, it allows you to convert IFF files to Bitmap or ST files to the Amiga. Perhaps the most useful util is Pop.Dir 1.6 which is a multitasking icon driven disk directory which allows you to call up a directory from any disk at the single click of a mouse button.

Seventeen Bit, Disk 749,
★★★



RIM

A relational database isn't something which helps you keep check on the number of relations you suddenly acquire once you've won the pools. In fact, it's a handy system which allows you to set up several databases which can pool information and thus save on disk and memory storage space. Similar programs are used by banks and councils in keeping tabs on people and equipment. The police's Central Crime Computer uses a sophisticated relational database which helps them compare information from several different crimes and see which facts are common to all of them. This isn't a program for the beginner as it isn't particularly user friendly. With no pull-down menus, it's strictly for the seasoned user.

Postal PD ★★★

HAM LAB

This rather clever image-processing/enhancing software allows you to convert Ham mode pictures to extra half-bright (64 colour mode) and low res pics and lets you save pictures as an executable file to boot.In its entirety, it's a marvellously useful piece of software and compares favourably to the conversion routines of *Pixmate* which would give you little change from a £100 note.

Seventeen Bit 916 ★★★★

MCAD

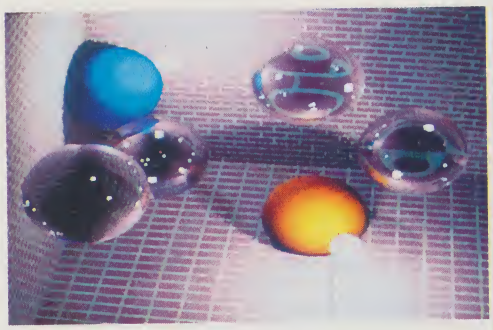
Here's a truly excellent designer's tool. Able to project 3D objects from a number of different angles, this fully-featured program works in the interlace mode and is incredibly user friendly – so much so that it almost does all the work for you, makes you a cup of coffee and puts you to bed at night into the bargain. Cheaper than *Aegis Draw* and more user-friendly than *XCAD*, both costing more than a £100 each, it's an essential purchase for anyone interested in computer-aided design.

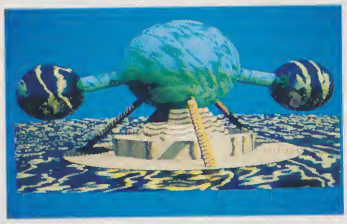
Postal PD ★★★★★

DBW RAYTRACE

Although far from user friendly, this is an exceptional ray tracing application which comes complete with several raytraced pictures for you to oggle at.

Postal PD ★★★



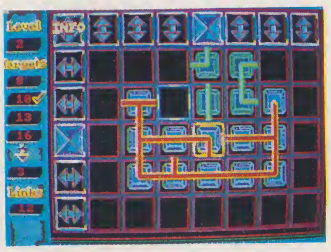




UTILITY DISK ONE

This one's absolutely crammed full of useful utilities and productivity tools. The highly regarded virus-killers, *VirusX 4.0* and *Seek & Destroy* are included, the latter able to detect three different types of Link Viruses, which actually infect files rather than the Boot Block, as well as over 40 Boot Block viruses. There are also two compression programs: *MasterCrunch* and *Powerpacker*, both able to crunch files to half their original size. CU uses *Powerpacker* to cram as many games and utilities on our cover disks as we possibly can. Among the many other utilities on show are two easy-to-use and highly-recommended music composing packages (*Noisetracker* and *Soundtracker*). If you haven't already built up an extensive library of utility disks, this is a good place to start.

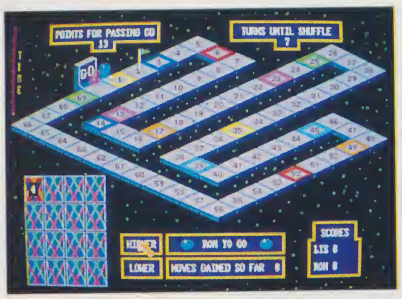
Seventeen Bit 949 ★★★



GO-GETTER

AMOS SHAREWARE

Brucie's *Play Your Cards Right* comes to the Amiga. Essentially, each player has to correctly guess a sequence of cards by predicting whether the next numbered card will be higher or lower than the previous one. After each turn, the number of correct answers is translated into points which allow the player to move around a board. There are special warp squares which can transport the player around the board as well as bonus and free turn squares. The winner is the player who amasses the most points in a set time.

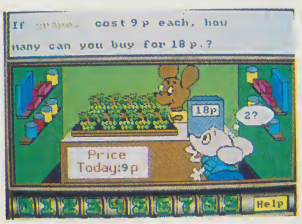


Seventeen Bit or ABOTS *£3.50* ★★★

WORK AND PLAY

AMOS SHAREWARE

Another one for younger kids, *Work and Play* has three educational games for your money. Help your kids tell the time, learn their multiplication tables or add up the prices in a shop. Each program is designed to be both fun and educational in some way. For instance, a mouse runs past a waiting cat to gobble up a piece of cheese each time a player adjusts the clock to the right time.



Seventeen Bit Or ABOTS, £3.50 ★★★

4-WAY LINKS

AMOS SHAREWARE

An intriguing puzzle game in which a player has to connect a number of tiles with a centre tile in a set time limit. By moving the cursor over a tile, it's possible to move it around within the square so that it connects with other tiles in adjacent squares. With two, three or four exits from each square, it's not going to be easy to match up all the squares and each level is harder than the last. ***ABOTS or Seventeen Bit, £3.50*** ★★★★★

PD OF THE MONTH

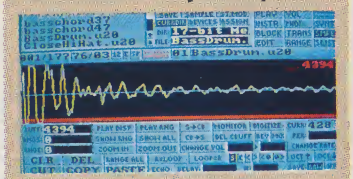
MED 3.0

There are a number of PD companies claiming to have sown up the exclusive distribution of this amazing music composing package in the UK. Don't believe a word of it – it's all a pack of lies and in the majority of cases the program has become bastardised beyond recognition with many of the original files and documentation either missing or substantially altered. This is a shareware disk, available to all and sundry – all the Finnish author requests is that you send him a small donation if you find the program at all useful.

And you almost certainly will! I don't think that I'm overestimating the program by saying it's the best music package I've seen – PD or otherwise! *MED 3.0* allows you to compose tunes using Amiga samples played through any of the Amiga's sound channels and create brilliant stereo effects. It's possible to load in at least 64 samples into the memory in one go and access each one individually.

An added feature, not present on the 2.0 version, is the ability to convert synth and hybrid instruments. Another plus, *MED* can also display music in traditional notation as well as numbers and letters, which makes things easier to understand (for me, anyway!). There's also a fully-featured sample editor which allows you to tailor each sample to exact needs within the program without having to leave and edit samples with a dedicated sampler.

Up to 16 MIDI channels can be supported and it's possible to adjust the volume and speed of playback with a much finer variation than any other package. There are 240 speed settings and 64 volume settings!



Obviously, from the few features I've mentioned here, this is an exceptional program worth its weight in gold. *MED* is to a musician what the Amiga is to a ZX81 owner! Buy it!

Kryptonite PD, Disk U400, ★★★★★

ISSUE 7 MAY/JUNE 1991 £1.95

PC Leisure

The complete guide to PC entertainment



F29 RETALIATOR INSIDE

EXCLUSIVE REVIEW

OUTSIDE

FULLY PLAYABLE MISSION ON DISK

UPSIDE DOWN

TURNS THE IDEA OF FLIGHT SIMS ON ITS HEAD

OUT NOW

OUT OF THIS WORLD

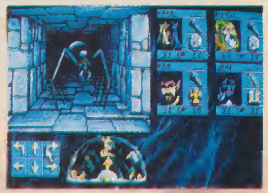
SPACE QUEST IV

FREE FLYING LESSONS

JET FIGHTER II COMP

PUTS YOU IN THE HOT SEAT

EYE OF THE BEHOLDER



DUNGEON ADVENTURES RISE TO NEW DEPTHS

PLUS..

Dos Boot, Corporation, Vaxine, Lexicross and a whole new budget section

Where's your cover disk? Ask the newsagent!

9 770959 024013 05

STARTING UP WITH STYLE

➢ *Continued from page 34*

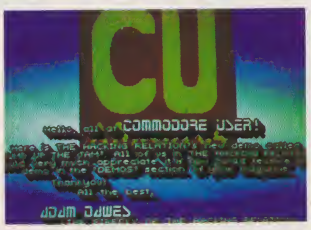
ON THE RAZ

Now you've seen how our startup-sequence works, you should be able to appreciate how little effort it takes to give disks a little extra razzamatazz. If you look in the C directory of our coverdisk extra, you'll find lots of short routines that can be used when compiling your own disks. To help recognise the routines, their names are all in capital letters. It's possible that your own startup-sequence doesn't work in exactly the way you expected it to. This can be frustrating, and may be because certain routines aren't very compatible. Only experience will teach you what's possible!

BOOTING THE VIRII

The very first thing that the Amiga does when you put a disk in the disk drive, is look at the bootblock. The bootblock contains information that helps the computer to load any further data from the disk. The information stored on the bootblock is not stored as a file in the usual way and, to the novice, you have virtually no way of changing the contents. This feature is utilised by software houses to add protection to their games. By changing the bootblock, they can store information on their disks in such a way that it cannot be accessed with ordinary Amiga copiers. Unfortunately, virii are also attracted to the bootblock, for the same reason. If a virus writes itself to the bootblock of a game that was already using the bootblock for its protection system, the disk will be rendered useless. Bootblock virii have another nasty habit; they copy themselves from the bootblock of the disk to an area of the computer's memory that is rarely accessed by ordinary programs. There they sit, waiting, until an unprotected disk is inserted into the disk drive. Then they copy themselves onto the bootblock of that disk, possibly destroying it, before hiding away again ready for the next disk. On the coverdisk is a program called Utility Boot Installer. When used on a normal disk, the program will put its own special code in place of the standard bootblock. This code immediately flashes an options screen onto the screen when the disk is inserted into the disk drive. As long as the options screen appears when you insert the disk, you can be certain that your disk has not been infected by a boot block virus. The new boot block also searches the computer memory for virii and, if it finds any, kills them. Load the program to see a description of the options that Utility Boot Installer offers you. **WARNING Installing a utility boot on commercial software may stop it from loading. Unless you know what you're doing, don't risk it!**





NOW TURN TO PAGE 148 TO FIND OUT HOW TO ADD A SOUNDTRACK TO YOUR SOFTWARE

IRELAND'S LARGEST P.D. LIBRARY

Data Field's Computer Club is a service operated by the Irish Amiga Owner's society, offering access to the largest P.D. Library in Ireland, full user support, a member's disk magazine full of News, Letters, Hints, Technical Support, comment on the current Amiga scene and contact with other Amiga user's in Ireland. So get the best out of your Amiga, be a part of the fastest growing Amiga group in the Universe.
Write or ring now for your free catalogue and magazine disk to:

DATA FIELD'S COMPUTER CLUB
P.O. BOX 14
MULLINGAR
CO. WESTMEATH
IRELAND
PHONE (044) 26464

TO ADVERTISE IN CU AMIGA CALL TOM GLENISTER OR DAVID CORRIE ON 071 251 6222.

CU - THE COMPLETE GUIDE TO THE AMIGA

CASTLE SOFTWARE

UNDER NEW MANAGEMENT

0782 575043

0782 575043

AMIGA SPECIALS

Armour Geddon	17.49
Heros Quest	17.49
Brat	17.49
Moonshine Racers	17.49
Stella 7	17.49
Hydra	17.49
I.K.+	7.49
Platoon	7.49
Predator 2	17.99
Killing Cloud	17.49
Gods	17.49
Life & Death	17.99
Moonbase (Sierra)	26.99
Mig 29	25.99
Heart of Dragon	17.49
Encounter	17.49
Cougar Force	17.49
Toki	17.49
Chuck Rock	17.49
Hill Street Blues	17.49
Hostages	7.99
Warzone	17.99
F15 Strike Eagle II	25.99
Midwinter 2	25.99
Railroad Tycoon	25.99
Lemmings	17.99
Super Cars 2	17.99
Viz	14.99
Swiv	17.49
Alcatraz	19.99
Colditz	21.99
Turrican 2	17.99
3D Construction Kit	34.99
4D Boxing	17.99
4D Driving	17.99
Afrika Corps	21.99
Awesome (Psygnosis)	15.99
Cohort	21.99
Crystals of Aborea	17.99
Das Boot	21.99
Wonderland	21.99
Switchblade 2	17.49
Pro Tennis Tour 2	17.49
Flight of Intruder	21.99
Skull & Crossbones	17.49

AMIGA SPECIALS

- Hard Drivin 6.99
- Toobin 6.99
- A.P.B. 6.99
- California Games 6.99
- Carrier Command 8.99
- Speed Ball 8.99
- Defender of Crown 8.99
- 3D Pool 8.99
- Colorado 7.99
- Sherman M4 7.99
- North & South 7.99
- W.C. Leaderboard 7.99
- Moonwalker 7.99
- Vigilante 7.99
- Forgotten Worlds 7.99
- Kult 7.99
- Ninja Rabbits 6.99
- CJ Elephant Antics 6.99
- Adv. Fruit Simulator 6.99
- Jet Sublogic 8.99
- BSS Jayne Seymour 9.99
- Pub Trivia 4.99
- Pro Tennis 4.99
- S.T.U.N. Runner 5.99
- Castle Master 9.99

AMIGA CLEARANCE

TV Sports Basket Ball	14.99
Wolfpack (1 Meg)	14.99
Warhead	9.99
X Out	6.99
Xenon 2	9.99
Turrican	8.99
Honda RVF	8.99
Treasure Trap	6.99
Weird Dreams	5.99
Theme Park Mystery	5.99
Teenage Hero Turtles	14.99
Stunt Car Racer	9.99
Test Drive	8.99
Grand Prix Circuit	8.99
4th 'N' Inches	8.99
Star Glider 2	8.99
Simulcra	8.99
Rick Dangerous	9.99
Paradroid 90	8.99
P47 Thunderbolt	6.99
Orient Games	8.99
Ninja Spirit	7.99
Kick Off	8.99
Gravity	7.99
Hammerfist	7.99
Airbourne Ranger	7.99
Atomic Robokid	8.99
Axels Magic Hammer	7.99
Battle Squadron	8.99
Back Future 2	9.99
Cadaver	14.99
Corporation	14.99
Dragon Breed	9.99
Falcon	14.99
Dynasty Wars	7.99
Elite	12.99
Wings	14.99
Wings of Furry	9.99
Wheels of Fire	14.99
Shadow of Beast	9.99
Space Harrier 2	7.99
Klax	7.99
Pacland	6.99
Escape Robot Monsters	8.99
Fantavision	14.99

Fed Up with Faulty Software?
All our games are tested before despatch.

Phones Always Engaged?
We have 10 lines

Unhelpful! Attitude?
With us the customer is King

Waiting Weeks?
Most of our games are despatched within 24-48 hours (bearing in mind we test every game)

Can't GetYour Money Back?
Refunds done on any game not despatched by us if requested

Good Prices?
To offer an excellent service to the customer it costs money. We are offering good products at very cheap prices

Cheapest Prices Around

We can't afford to be any cheaper, otherwise we'd be bankrupt and people would lose their money. Somebody will always try to undercut us like: Bargain Software, S.D.C., Main Event, Giford Soft, Cut Price Software, Etc, Etc. But they've all "Disappeared" we will be here in years to come, others won't.

Why Choose Castle Software?

1. New Management
2. Fresh Approach
3. All Software is Tested
4. No Club to Join
5. Keen Prices
6. No Long Delays
7. Most Items in Stock
8. Helpful Staff
9. Refunds upon Request
10. It Costs Money Not To

Office **0782 575043** 9.30-5.45 Home **0782 836317** 7-9

Codename Iceman	19.99
Colonels Bequest	19.99
Conquest of Camelot	22.99
Afterburner	6.99
Bomber Bob	15.99
Baal	4.99
Balance of Power	8.99
Blue Angels	7.99
Bards Tale 2	8.99
Cloud Kingdoms	5.99
Crackdown	6.99
Deja Vu	7.99
Deja Vu 2	7.99
Commando	7.99
Destroyer	8.99
Guardian Angels	6.99
Gridstart	4.99
Hot Rod	7.99
Outrun	7.99
Powerdrome	8.99
Postman Pat	8.99
Fast Food Dizzy	6.99
R Type	6.99
Fantasy World Dizzy	6.49
F18 Interceptor	8.99

AMIGA SPECIALS

Sim City/Populus	21.99
Switchblade	6.99
Toyota Celica	16.99
Back To Future 3	16.99
U.M.S. 2	18.99
Adv. Destroyer Sim	17.49
Nam	21.99
Little Puff in Dragonland	6.99
Bards Tale 3	17.49
The Power	19.99
Golden Axe	17.49
Pirates	16.99
Dungeon Master (1 Meg)	17.49
Chaos Strikes Back	17.49
Prince of Persia	16.99
Power Monger	19.99
Denaris	7.99
Buck Rodgers	21.99
Operation Wolf	6.99
Ultima V	19.99
Gettysburg	21.99
Gengis Khan	24.99
Lotus Esprit	16.99
M1 Tank Platoon	19.99
Midwinter	19.99
Amos	34.99
Dragon Wars	17.49
A10 Tank Killer	27.99
Gauntlet II	7.99
Indianapolis 500	16.99
Distant Armies	9.99
Frontline	9.99
Vulcan	9.99
Ancient Battles	9.99
Virus	6.99
Wizball	6.99
Treasure I. Dizzy	4.99
Silkworm	7.99
Double Dragon	7.99
Xenon	7.99
Super Wonderboy	8.99
Rally Cross Challenge	7.99
Rocket Ranges	8.99
Shadow Gate	8.99
S.E.U.C.K.	9.99

Post to:

CASTLE SOFTWARE
Castle House,
2 William Clowes St,
Burslem,
Stoke-on-Trent
ST6 3AP

Please rush me:-

Title	ST	Amount
P&P (if applicable)		
Total Amount		

Name .....

Address .....

.....

.....

Postcode ..... Tel No. .....

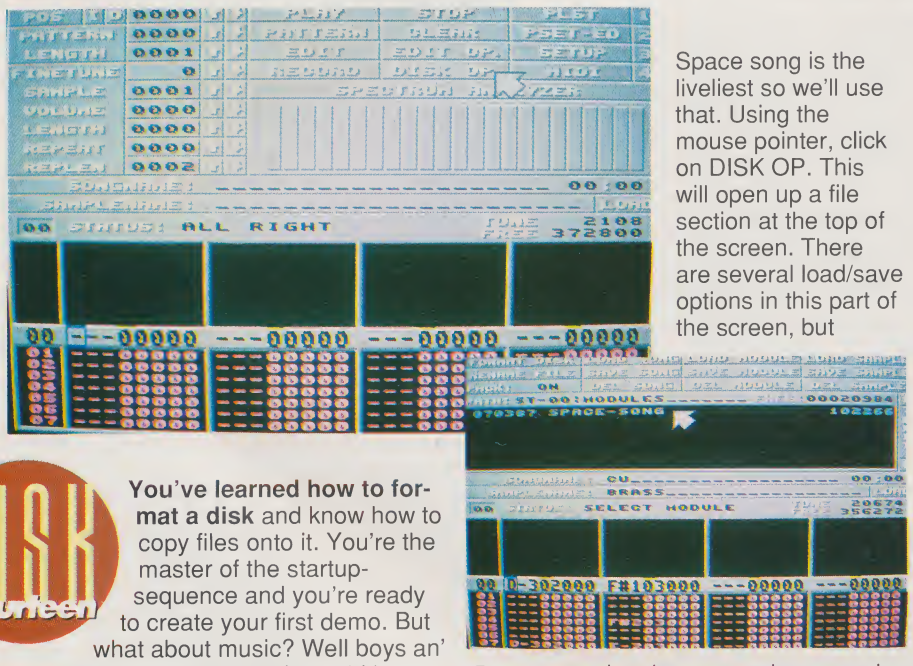
Please add 50p P&P per Game

MUSIC DIY

part 3

Free on our second cover sidk is a useful utility called Protracker. Here's how to get to grips with this powerful sound package.

MAKING TRACKS



DISK fourteen

You've learned how to format a disk and know how to copy files onto it. You're the master of the startup-sequence and you're ready to create your first demo. But what about music? Well boys an' girls, ladies and germs, this could be your lucky day. Why? Because on the extra disk this month we've included a great music package called *Protracker* which you can use to write your own songs and add them to your demo. Also included on the disk are a couple of sample songs to get you started. One of them is the classic Axel F, the other is a really hot tune called Space song (it's the one you heard playing whilst the disk was loading).

LOADING SONGS AND MODULES

First off, load *Protracker* from the extra disk. When it's loaded, you should see a screen something like picture a xxxxxx. To start with, we'll load one of the tunes. Space song is the liveliest so we'll use that. Using the mouse pointer, click on DISK OP. This will open up a file section at the top of the screen. There are several load/save options in this part of the screen, but Space-song has been saved as a module, so click on Load Module. After a pause, you'll notice that the title Space-song, has appeared in the window underneath the load/save options. If you click on this title, the song will now load. Clicking on EXIT will return you to the main work screen. Now it's simply a matter of selecting PLAY and leaning back to enjoy the music. When you've had enough, clicking Stop, will give your ears ears a rest!

So what have you just done? Obviously you've loaded and played a module, but what's a module? Basically *Protracker* can save music in two ways; as a song, or as a module. If you save a tune as a song, *Protracker* simply saves the data about the tune, but doesn't include the samples in the save file. This is because using the SAVE SONG option, you are just making a temporary save whilst you work on a tune. You don't want your saves disk to be cluttered up with hundreds of K worth of samples. Nor do you want to wait for ages each time you save. When you save a song as a module, all information about the song is saved, including samples. This produces a much larger save file, but a module is ready to use in your own demos, a song is not.

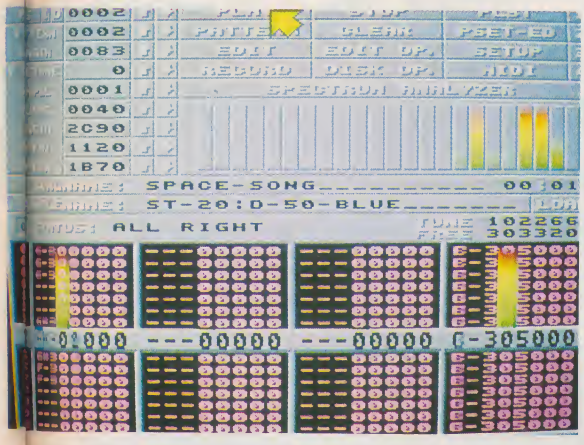
TECH FACTS For those of you who are in the know here are some of the more advanced features of *Protracker*: dual sample mixing, sample editing (including xfade, boost etc), numerous sample effects (including arpeggio, vibrato etc).

USING SONGS IN YOUR OWN DEMOS

Using modules in your own demos is simplicity itself. When you save a tune using the SAVE MODULE option, you will create a file that has the letters .MOD after the title of the file. On the extra disk you will find a file called *Noiseplayer*. This is the program that allows you to play your tunes independantly of *Protracker*. To use it all you need do is put *Noiseplayer* and your tune on the same disk, then either through CLI or the startup-sequence (see CLImb aboard) type

NOISEPLAYER -P* YOURTUNE.MOD. This will load the





An example of Protracker at work. When a tune is playing information is diplayed under a series of animated bars.

Noiseplayer routine, set the quit mode, and load a tune called YOURTUNE.MOD, which it will then play. Easy isn't it!

Incidentally, the * in the above command refers to the way that you want the user to be able to quit the song. 1= Quit if the left mousebutton is pressed. 2= Quit if the right button is pressed. 3= Quit when both buttons are pressed. 4= Left Amiga Control to quit. 5= Escape to Quit. 6= No quit mode.

When you're messing around with *Protracker*, you can use any samples you like, but the packages automatically detects samples stored on disks named ST-00, ST-01, ST-02 etc.

One final point, pressing HELP at any time within *Protracker*, will call up a complete list of help options to teach you all you need to know about using the numerous feautures of this great music writing package.

DIY SONGS AND ANSAPHONE MESSAGES

Creating a tape recording of your music is easy. Connect your Amiga's audio leads to the CD inputs of a stereo. Switch it onto Aux, insert a blank tape then hit record. The tape can then be used with a machine such as the VoiceOver which allows you to record your voice onto your soundtrack. VoiceOver is available from Leadin Edge Stores and Innovations Catalogues. priced at £34.95. Next issue we'll be telling you how to use samples in your



IT'S HAMMER TIME

You've got the software. You know how to make your own stand-alone tunes. Now all you need is some inspiration and you're away. How about this for inspiration: *Technosound Turbo*. Do what?! I said *Technosound Turbo*... Oh come on, surely you've heard of it? It's the new sound sampler from New Dimensions. It gives you all the usual sampling options, plus it can act as a real-time vocal effects box. If you want to sing karaoke with the voice of a demented robot, this is the kit for you. It's also the perfect accompaniment to *Protracker*. What do you have to do to stand a chance of winning this groovy gear? All you have to do is create a song using *Protracker*, save it as a module, and send the disk containing the module in to us. In case of a draw, you should look at the picture of MC Hammer and suggest the title of a song that would seem appropriate.

Send your Entries to;

Why can't MC Hammer buy trousers the right size competition
CU Amiga
Priory Court
30-32 Farringdon Lane
London EC1R 3AU

Sorry, but no disks can be returned.





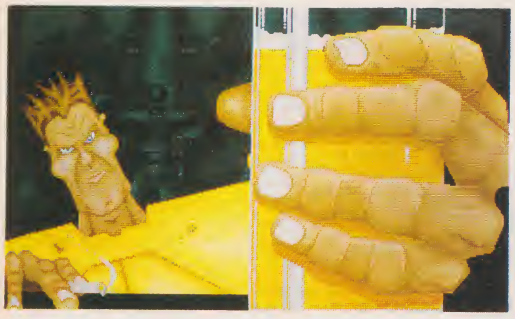
TWO DISKS FOR ONLY £2.95

DISK-GUSTINGLY GOOD VALUE FOR MONEY

We're so pleased with the contents of this month's disks that next month you'll find another two disks attached to the front cover, and, once again, we won't be charging you any more for the privilege – unlike other magazines! These disks will be crammed with useful goodies and feature a clutch of the best up and coming games and applications. All will be fully interactive and give you a taste of what's to come.

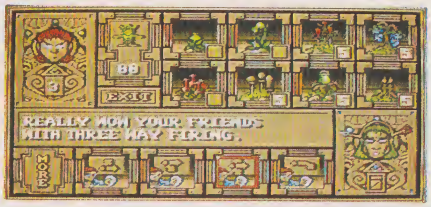


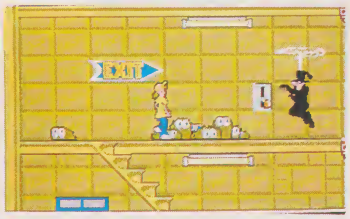
- We'll be reviewing some wicked sound sampling hardware from New Dimensions, and reviewing an incredible new integrated Workbench management system.
- Dale Wilks, our new music maestro, will be following up this month's feature by showing sampler owners how to make your own remixed answer-phone messages.
- Have you ever wondered exactly how a disk is made? Tune in next month and you can find out as we rip a couple of them apart to find out how they tick. We're also going to take a closer look at some classic software that you may have missed. On the disk we'll be including a very special demo, and as if that wasn't enough, we'll be giving away an impressive selection of valuable prizes that are just too good to miss!



As you can see, our games coverage is every bit as good as it used to be, and next month's edition will be even more jam-packed than usual. With a bit of luck and a prevailing wind, we'll be bringing you a wide selection of exclusive reviews and previews. Details are a little sketchy at the moment, so we don't want to give too much away, but, rest assured, we'll be bringing you early peeks and reviews of some of the hottest games set to hit the Amiga scene.

NEWS AND REVIEWS... This next month page has gained a few familiar friends of late and, as in the last few months, we've been promised review copies of the likes of *Epic* and *Billy The Kid* – will we actually review them? You'll just have to wait and see. Also pencilled in for reviews are Domark's 3D boat chase, *Hydra*, and a full review of EI's platform romp, *Prehistorik*. Other games we'll be casting out critical eye over include Gremlin's *HeroQuest*, Demonware's *P.P. Hammer And His Pneumatic Weapon*, Thalamus' extremely delayed *Armalyte*, and U.S. Gold's equally late *Gauntlet III*.







CHEATS NEVER PROSPER... Unless they read CU. On the Play To Win front, Mark will be bringing you hot tips on all the latest releases, whilst the more tricky ones will be subjected to our rigorous playing and unveiled over a couple of pages. So, if you want to know how the programmers behind the games play them, stick around.

AND FINALLY... We'll also be bringing you all the newest game stories in First Impressions and Buzz, and we'll be unveiling all the new licences and developments within these hallowed pages. So, if you want all the best coverage, along with the definitive guides on what's up and coming, you know where to be. In your newsagents on the 26th, armed with £2.95.

CELEBRATE

It's festival time. Last year's acclaimed European Computer Entertainment Show was a roaring success with over 35,000 happy customers, and a sizeable proportion of those were standing agog in front of our demos display.

Read next month's issue and find out exactly what CU Amiga will be doing for this year's event. The stage will be bigger, the large screen larger and there will be special (video) walkman guided tours of our new technology centres.

DPAINT 4 ON DISK

You've read the feature, now see the program. Next month Electronic Arts will be giving you an exclusive, animation demo from this, the most eagerly awaited release in ages.

• There'll be more in the way of hardware reviews and programming guides showing you how to get the most from your machine. We'll be featuring the first of a series of AMOS tutorials, in which we invite some of the foremost AMOS programmers in the country to guide you through the stages involved in creating your own programs.

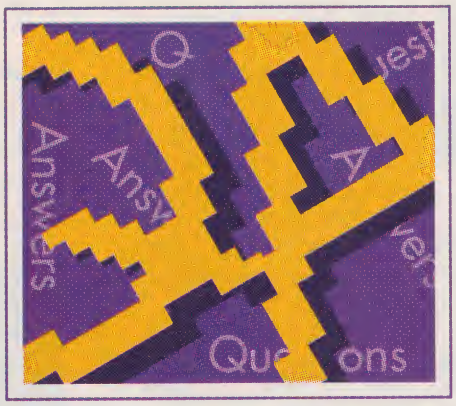








Do not adjust your sets! A stunning *D-Paint IV* demo awaits you next month!



Welcome to Q&A , compiled by John Collins, ex Commodore UK Service Manager

Every month in these pages, I will be answering a wide range of questions about the Amiga. If there is anything you want to know about hardware, software, applications, add-ons, programming, books and other sources of information, or anything else relating to the Amiga, then put your enquiry in a letter and send it to John Collins at CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Questions arising from articles published in CU Amiga are particularly welcomed, and will usually be dealt with in the next issue but one after the appearance of the feature – so queries arising from this June issue will be answered in the August mag, provided they are sent in promptly.

If there is something you want to know, don't be put off from writing whether you think it is so simple everyone else must know the answer or so advanced that no-one else could possibly be interested. While on the subject of asking you to put pen to paper – or rather fingers to keyboard – we would also welcome your suggestions for subjects you would like CU Amiga to cover in future articles and products you would like to see reviewed.

While most questions will be about the Amiga 500 – there are far more 500s sold than any other model – all models from the original 1000 to the brand new CDTV will be covered. Yes, I know Commodore says the CDTV isn't a computer, and is making dealers put it with either hi-fi or video equipment at least four feet away from any computers on display, but CU Amiga readers will recognise an Amiga screen display when they see one.

I have seen a number of early CDTV demonstrations in recent months. One of the most fascinating had the machine playing the world's first audio CD that includes MIDI information. Unlike the 500, the CDTV includes a MIDI interface. MIDI stands for Musical Instrument Digital Interface, and is a standard that lets computers, synthesisers and traditional musical instruments talk to one another – and I really do mean traditional instruments.

One Amiga software developer is learning to play the accordion, because he discovered you can now get an accordion with a MIDI interface - so he can link it to his Amiga! Anyway, back to this unique audio CD: you can selectively remove one instrument from the orchestra, enabling you to play the instrument of your choice with a full orchestral



MAC EMULATOR

I am the proud owner of an Amiga 500, but I find myself faced with a dilemma. I am also a poor student doing a course in Computing Science which includes programming in Turbo Pascal on Apple Macs. The problem is that I would like to be able to write and try out programs at home, but the only way I could afford to buy a Mac would be to sell my Amiga – which, of course, I don't want to do.

So when I heard about a Mac emulator for the Amiga, I thought my prayers had been answered. But a friend told me that the emulator may not run the software I require.

I would be very grateful if you could tell me anything about this emulator – if it does in fact exist – such as where I could get one, the price (I am a poor student, after all), and if it will run the software I need.

John Miller, Scotland

I am afraid that buying a Mac emulator for your Amiga 500 will not solve your problem: you will find that you can no longer buy Turbo Pascal for the Macintosh – Borland discontinued this product some time ago!

The Macintosh emulator for the Amiga is from ReadySoft in Canada, distributed in the UK by Entertainment International (tel. 0268 541126) with an RRP of £169.95 including VAT. The original A-Max, which was written by a student in New Zealand and released in 1989, did a remarkable job of running almost all Mac programs but was crippled by its failure to support any hard disk. Most serious Mac programs – those that an Amiga owner already well supplied with games might want to run – require a hard disk to be of practical usefulness, so *A-Max* remained little more than a curiousity until the arrival of *A-Max II* at the end of last year.

***A-Max II* comprises a disk and a hardware cartridge that plugs into the Amiga's external disk drive port. This cartridge has sockets for the pair of Apple Macintosh 128K ROMs, which must be bought separately (as an Apple spare part). You will also have to buy a copy of the Macintosh system software, called the Finder. The current version is 6.2, but 7 has been 'coming-real-soon now' for the past year or so. It is not only Amiga owners who have to wait seemingly forever for a new, improved version of their machine's operating system!**

***A-Max II* supports most Amiga hard disk controllers, including those from Commodore, GVP, ICD, IVS, Supra and Xetec. You will need to create a Macintosh formatted partition on your hard disk. Better still, if you can afford it, buy a Macintosh SCSI hard drive and plug it into your controller's SCSI port. *A-Max II* even supports other Macintosh SCSI devices such as scanners and laser printers. It also offers full support for Macintosh digitised sounds, and enables graphics to be converted between IFF and *MacPaint* formats.**

Currently in the final stages of design is *A-Max II Plus*. This is a board for use in the larger Amigas (1500, 2000 and 3000). It includes an AppleTalk net-

accompaniment.

Sing-alongs to backing tracks have become popular here in the past year. Their Japanese name, karaoke, means empty orchestra: now it has become possible to empty something other than the vocal track.

Incidentally, if you want a CDTV you won't necessarily have to sell your Amiga. Commodore is planning a CDTV add-on for existing Amigas, due out in the Autumn and, provided they can produce it cheaply enough, targeted to retail at £299. Whether it will include the MIDI interface and the infra-red remote control is not yet clear.

Over in the States, the new product that is creating all the excitement in the Amiga fraternity is the Video Toaster from NewTek. The New York Ami Show back in March could almost have been renamed the Toaster Show, its dominance was so total. It is not that the Toaster does anything previously impossible, just impossible without spending many, many times its RRP of $1595. It combines a board (for the 1500 and 2000) with some very powerful software, incorporating a 4-input production switcher, 3D animation, digital video effects, a character generator, dual frame buffers and genlock, a colour processor, frame grabber and frame store, and a paint program.



The manual is nearly two inches thick! It needs at least 5 Mb RAM and a second monitor. NewTek are supposed to be working on a PAL version for Britain and Germany, but there is no hint of when we might see it.

In the States broadcast television standards were defined by the National Television Standards Committee (hence NTSC – popularly supposed to stand for Never Twice the Same Color, because colour stability is not a strong feature of the standard). An NTSC picture has 525 lines at 60 Hz (30 frames per second). Our PAL pictures have 625 lines at 50 Hz (25 frames per second). Cinema films run at 24 frames per second.

In both NTSC and PAL frames are made by interlacing two pictures broadcast one after the other: the first picture consists of alternate lines across the screen, and the second picture fills in the gaps between the lines of the first picture. Be cause the Amiga was designed to be used as a video tool, it differs from most other computers in producing a conventional television -style interlaced display when used in its high resolution mode. It is this interlacing that causes the slight flicker that occurs whenever the Amiga is used in high resolution.

That's enough of my thoughts for now, so let's get down to answering a selection of your letters.

work port; can read, write and format Mac disks in a standard Amiga drive; and has two Mac serial ports. It is likely to cost about £400 when available in the Autumn.

MCC Pascal used to be available from Metacomco, the company in Bristol that wrote AmigaDOS for Commodore, but they stopped trading several years ago. So far as I am aware, there has never been any other Pascal available on the Amiga. Since some colleges have shifted from using Pascal to using *Modula-2* as the programming language used in their courses, and many more are planning to do so, I suggest you discuss with your tutor the possibility of your using *Modula-2* on your Amiga to write and try out programs at home.

Pascal was developed in the late sixties by Niklaus Wirth, a professor at ETH in Switzerland, as an ideal structured language for use in teaching computer science. It proved so popular with students who had learnt it in college that it spread into real-world programming. In the late seventies Professor Wirth developed *Modula-2,* a language designed to retain all the good features of Pascal but to allow low level programming (the operating system of ETH's Lilith computer was written in it), add the benefits of modularity (Wirth had just spent a sabbatical year at Xerox PARC in California where the original object-oriented language Smalltalk was developed), and be suitable for real-world use (Gold Disk's Advantage spreadsheet for the Amiga is written in Benchmark *Modula-2).*



BOOT VS. STARTUP

A friend has told me that I can alter the start up-sequence on my workbench disk so that it will print my name on the screen when I start up my Amiga. Surely this will alter the boot block on the disk and make my virus checking program think that it is infected?

Brian Walsh, Sheffield

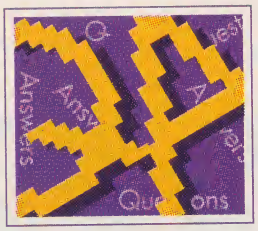
This is a common misunderstanding. The start up-sequence is a file of the same name which lives in the S sub-directory of all workbench disks. You can read it by opening the Shell and entering the command TYPE :S/STARTUP-SEQUENCE. The boot block is a block containing executable 68000 machine code located in the first two sectors (sectors 0 and 1) on the outermost track on the disk (track 0). Whenever you turn on or reset your Amiga, the code in the Kickstart ROM looks for a disk in drive DF0: and, if it finds one, loads the code from the boot block and executes it to discover what to do next.



VIRUS CHECKING

I use *VirusX* to check all the new programs that I buy. Sometimes it reports that the disk has Nonstandard Boot Code, rather than naming a particular virus, and I often find that if I select Remove It, the game will not load afterwards. Is there a better virus checking program that will avoid this problem? Am I doing something incredibly stupid?

Mike Potter, Yeovil



➢ The problem is not with *VirusX*, but with games programmers – or often publishers – being too clever for their own good. The boot blocks of all standard bootable Amiga disks are identical to one another, so what a virus checking program does is look for non-standard boot blocks. When you select Remove It, *Virus X* creates a standard boot block in place of the non-standard one. If the disk on which it has found a non-standard boot block is a games disk, you should not create a standard boot block: many games disks intentionally use non-standard boot blocks, so will no longer load if the boot block is altered to a standard one.



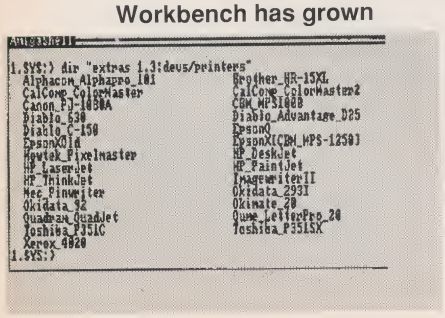
PRINTER DRIVERS

I thought that the Amiga worked with lots of different printers but when I open Printer Preferences there are only two to select from, Custom and Generic. I am planning to buy a printer, and have been looking at a Citizen. How will I get this to work with my Amiga?

Simon Ford, London

Originally, the Workbench disk included several different printer drivers. With each new release Workbench has grown larger and the number of printer drivers has increased. Since most users only have one printer, including lots of printer drivers on the Workbench disk wasted precious space. What Commodore has now done is to put the printer drivers on the Extras disk. You have to copy the required driver onto your working copy of the Workbench disk. There are no drivers specifically for Citizen printers, because these work like Epson printers. Open the Shell and enter the command COPY "EXTRAS 1.3:DEVS/PRINTERS/EPSONQ"WORKBENCH 1.3:DEVS/PRINTERS.

(The quotes around the source path/file are needed because there is a space in the disk name.)





GURU MEDITATIONS

Last weekend my Amiga crashed while I was running a program. The top part of the screen went black, with a message saying 'Guru Meditation' followed by a long number which, in my surprise, I did not write down. After I reset the Amiga, the program ran without any problem. Does this mean that my Amiga has developed some kind of intermittent fault?

Sharon Hughes, Liverpool

Guru Meditations are the result of a software problem, so the good news is that there is nothing wrong with your Amiga. The long number is always in the format aabbcccc.dddd – each of the four sections gives a different bit of information about the fault that caused the software to crash. The purpose of the Guru number is to aid programmers in debugging their programs. As this information is only meaningful to experienced Amiga programmers, who will already have documentation that includes it, I will not waste space on listing it all. Unlike the PC, the Amiga is a multi-tasking machine capable of running more than one program at once. This means that when you get a Guru Meditation the cause may not be the program you are running in the foreground but another program in the background that was poorly written. One of the commonest causes of Guru Meditation is the Amiga running out of memory at a crucial moment, o ften caused by sloppy programmers failing to free up memory when their program has finished using it.

The new version 2.0 of the Amiga's system software no longer produces Guru Meditation messages. Certainly software crashes less often than it used too, but it seems a pity to have lost this link with the machine's origins. Before Commodore took over Amiga, Inc. one of the company's attempts to produce a product to fund development of the Amiga was a sort of skateboard replacement for the joystick, which gave rise to a new computer activity: guru meditating. The object was to stand – or squat like an Indian guru – totally still on the board for as long as possible, so that the pointer on the screen did not move at all. Doesn't sound like much fun to me!



FLICKER FIXER

What can I buy that will stop my Amiga from flickering in interlace and hi-resolution mode? I have seen ads for these things but I'd like to know what they do, how good they are and what extortionate price they'll cost my wallet.

Ian Grant, Durham

The first successful product was Microway's Flicker Fixer for the 2000, now sold in the UK by Commodore as the A2320 Display Enhancer (RRP £249.00 + VAT). This works with the 1500 as well. It goes in the video slot (at the back right of the main board). What it does is to take the two halves of the normal hi-res interlaced display, buffer them, and feed them out as a single non-interlaced display.

In the States ICD have a product called FFV (Flicker Free Video), but I do not know of anyone distributing it in the UK yet – which is a pity, because it works with all models of the Amiga from the 500 up to the 2000. It fits between the Denise chip and its socket, and has its own output.In both cases you will need a VGA or multiscan monitor capable of displaying 512 lines non-interlaced.

The top-of-the-range Amiga 3000 (the things that dreams are made of) has a display enhancer built in as standard.



OCR SCANNING

I have a Golden Image Hand Scanner which I use with great success to get existing graphic images into my Amiga paint program. What I also want to do is use it to get existing printed text into my Amiga word processor, but the software that came with it only works with pictures. Where can I get software that will work with text?

Roy Leach, Stafford

What you are looking for is called Optical Character Recognition (OCR) software. Surprisingly there does not yet seem to be any OCR software available for the Amiga. Hopefully someone somewhere is working on such a product. If any reader has heard any rumours of OCR developments for the Amiga, please let us know.



MUSIC MIXING

I want to start making my own music demos, mixing bits from different songs to make new ones. I was hoping that you could tell me what equipment I will need to do this.

Lindsay Morgan, London

You are going to need several items to produce your own remixes; a sampler, editing software, and a sequencing package to allow you to play your song. *Sound Express* is a very reasonably priced sampler to start with. For editing software check *Audiomaster III* and *Prosound*. For sequencing software, see this month's coverdisk...

READERS SURVEY

As you can see, we've expanded CU Amiga to become an even better magazine which covers EVERY aspect of the Amiga and its capabilities. Having perused the first new look issue, we want your opinions on the changes and ideas we have incorporated, along with any changes you feel are needed. So, grab a pen and get writing and ticking, after all if you want to get something off your chest, then now's your chance...

1. All About You
(*where applicable please tick box*).

A. Name:
B. Address:

C. Age (Please State):
D. Occupation:
School
College/University
Work (Full-Time)
Work (Part-Time)
Unemployed

2. What Do You Use Your Amiga For?

	Never	Sometimes	Regularly
Games:			
Music:			
Graphics:			
Programming:			
Word Processing:			
Educational:			
Business:			

3. Which Of The Following Do You Regularly Buy (*Please Tick Where Applicable*)?

C&VG
ACE
The One
Zero
Amiga Action
Amiga Format
Amiga Computing
Amiga Power
Amiga Shopper
Raze
Other (Please State):

4. How Many Copies Of CU Have You Bought In The Last Year?

1-3:
4-6:
7-9:
10-12:

5. How Do You Rate The Following Sections In This Month's CU?

	V Good	Fair-To-Good	Not Worth Reading
Buzz:			
Upfront:			
CDTV Coverage:			
Backchat			
Graphics Features:			
CLImb Aboard:			
Start Up Feature:			
Type Tricks:			
In Developments:			
CU Collection:			
And Now...			
First Impressions:			
Screen Scene:			
Programming:			
VFM:			
Play To Win:			
Helpline:			
Demos:			
PD Utilities Reviews:			
Music Features:			
Q&A:			
Hardware Reviews:			
The Future:			

And that's it. Thanks for your time.

Once you've filled out the survey, cut along the dotted line above and send your completed form to:

CU AMIGA SURVEY, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

Evesham Micros

PRICES INC.DELIVERY & VAT @ 17.5%

Express Courier Delivery :
(UK Mainland Only) £6.50 Extra

BUY WITH CONFIDENCE from one of the longest established companies in their field, with a reputation for good service and prices. We have invested heavily in a computer system to enable our Telesales staff to provide up-to-the-minute stock information, coupled with highly efficient order processing. Our fully equipped Workshop enables us to carry out almost any repair on our premises. We feel sure that you won't be disappointed if you choose Evesham Micros.

HOW TO ORDER.....

Call us now on
0386 765500
Lines open Monday - Saturday,
9.00am - 5.30pm

Send Cheque, Postal Order or ACCESS/VISA card details to :

Evesham Micros Ltd
Unit 9, St Richards Rd.
Evesham, Worcs
WR11 6XJ

ACCESS / VISA Cards Welcome

Government, Education & PLC orders welcome
Same day despatch whenever possible
Express Courier delivery (UK Mainland only) £6.50 extra
Please note that 5 working days must be allowed for *personal cheque* clearance.

Mail Order Fax: **0386-765354**

RETAIL SHOWROOMS

Unit 9 St Richards Road, Evesham
Worcestershire WR11 6XJ
☎ 0386 765180
fax : 0386 765354
Open Mon-Sat., 9.00 - 5.30

5 Glisson Rd, Cambridge CB1 2HA
☎ 0223 323898
fax : 0223 322883
Open Mon-Fri, 9.30 - 6.00
and Sat., 9.00 - 5.30
Corporate Sales Dept. ● *IBM dealer*

1762 Pershore Road, Cotteridge
Birmingham B30 3BH
☎ 021 458 4564
fax : 021 433 3825
Open Mon-Sat., 9.00 - 5.30

TECHNICAL SUPPORT ☎ 0386-40303
Monday to Friday, 10.00 - 5.30

12 MONTHS WARRANTY ON ALL PRODUCTS

All details correct at time of press • All goods subject to availability. E. & O.E.

AMIGA 1500/2000 UPGRADES

HARD DRIVE / RAM UPGRADE BOARD KIT

Kits comprise of full size hard disk controller cards incorporating unpopulated SIMMS RAM expansion sockets for accommodating up to 8Mb RAM; PLUS high speed, fast access NEC SCSI hard disks.

40MB HARD DRIVE & INTERFACE / RAM CARD.... £ 349.00
100MB HARD DRIVE & INTERFACE / RAM CARD.. £ 499.00

PLEASE NOTE: These are unpopulated RAM sockets - Add £ 119.00 per 2Mb of RAM required.

8Mb RAM Expansion Card with 2Mb Fitted
easily upgradeable to 4Mb, 6Mb or 8Mb ..... £ 149.95

3½" EXTERNAL FLOPPY DRIVES

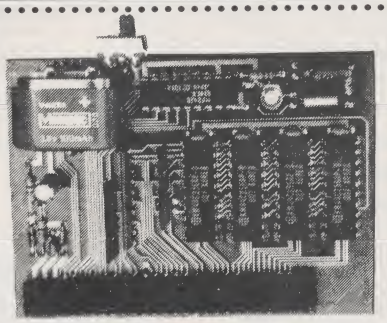


AMAZING LOW PRICE !
£54.95
including VAT & delivery

- Very quiet
- Slimline design
- Suits any Amiga
- Cooling Vents
- Sleek, high quality metal casing
- Quality Citizen Drive Mechanism
- On / Off switch on rear of drive
- Full 880K Formatted Capacity
- Long reach connection cable

Also available:
5.25" External Drive
40/80 Track Switchable
Only £99.00 inc. VAT/delivery

AMIGA A500 SOLDERLESS RAM UPGRADES



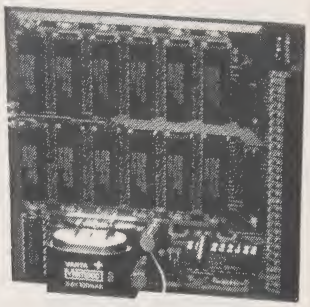
512K RAM/CLOCK UPGRADE
ONLY £28.99
including VAT and delivery

512K RAM/CLOCK EXPANSION FEATURES :

- Direct replacement for the A501 expansion
- Convenient On / Off Memory Switch
- Auto-recharging battery backed Real-Time Clock
- Compact Unit Size : Advanced, ultra-neat design
- Only 4 low power consumption FASTRAMs

512K RAM Expansion also available without clock for only **£24.99**

1.5MB RAM BOARD

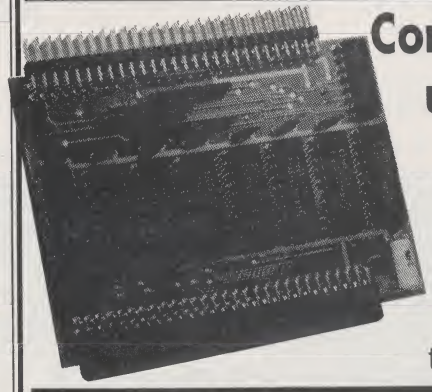


- Fully populated board increases total RAM in A500 to 2MB !
- Plugs into the trapdoor expansion, and connects to GARY chip
- Includes Auto-recharging battery-backed Real-Time Clock
- Socketed FASTRAM ICs for accommodating up to 1.5MB RAM

Unpopulated RAM board with clock	£ 39.95
RAM Board as above, with 512K FASTRAM installed	£ 59.95
RAM Board as above, with 1MB FASTRAM installed	£ 74.95
RAM Board as above, with 1.5Mb FASTRAM installed	£ 89.95

N.B. : The expansion board requires Kickstart 1.3 to operate - Kickstart 1.3 upgrade available from us for £29.95

NEW! 'MEGABOARD'



Connects to your 512K RAM upgrade to give 1.5MB

With the MEGABOARD, you can further expand your A500's memory to a total of 2Mb without disposing of your existing 512K upgrade (must be 4 x RAM-chip type, or not exceeding 9cm in length).

ONLY £64.95

MEGABOARD needs Kickstart 1.3 to operate (Kickstart 1.3 upgrade available from us for £29.95). Installation requires connection to the GARY chip. Easy to follow instructions provided.

ZY-FI amplified stereo speakers

REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE SPEAKERS !



Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction *to the full* with this specially designed, great new twin speaker system! Features reflex ported speaker design with 3 separate drivers in each unit, and incorporates a built-in amplifier with adjustable volume control. Runs from PSU (supplied) or from batteries (not included).

Speaker Dimensions 248x93x125mm (HxWxD)

ONLY £39.95 INCLUDING VAT AND DELIVERY

CBM A590 HARD DISK

Good quality Commodore 20Mb Hard Disk unit, including its own PSU and built-in cooling fan. Features sockets for up to 2Mb of on-board FASTRAM expansion (see below). 80ms Access time, with up to 2.4Mb/sec. transfer rate. Autoboots when used with Kickstart 1.3

ONLY £279.00

Also available with Large capacity, High Speed NEC SCSI Hard Disk mechanisms featuring 25ms average access time and autoparking. NEW Special Low prices!

A590 upgraded with fast **40Mb** NEC SCSI Disk ..... £ 429.00
A590 upgraded with fast **100Mb** NEC SCSI Disk ..... £ 569.00
A590 with **40Mb** NEC Disk, ***plus* 2MB** RAM fitted .... £ 499.00

A590 UPGRADES

(RAM upgrades fitted free of charge when bought with A590)

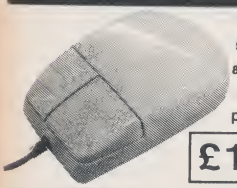
512K RAM Upgrade ..... £ 29.95
1Mb RAM Upgrade ..... £ 59.95
2Mb RAM Upgrade ..... £ 99.95
NEC 40Mb SCSI Drive replacement mechanism ..... £ 199.00
NEC 100Mb SCSI Drive replacement mechanism ..... £ 349.00

A590 ADD-ON HARD DRIVES

A590 OWNERS! Expand your hard disk storage further with one of our add-on, externally cased SCSI Hard Drives, featuring 25ms autoparking NEC mechanisms with separate power supply. Simply plugs into the socket provided on the rear of the A590 Hard Disk unit.

External 40Mb SCSI Drive cased with PSU to directly add-on to the Commodore A590 ..... £ 299.00
External 100Mb SCSI Drive cased with PSU ..... £ 449.00

TRUEMOUSE

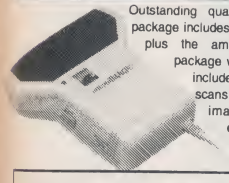


WE GUARANTEE that this is the smoothest, most responsive and accurate replacement mouse you can buy for the Amiga. Excellent performance, amazing low price !

£17.95 *SATISFACTION GUARANTEED*

GOLDEN IMAGE OPTICAL MOUSE Amiga/ST compatible - excellent travel & accuracy assured ..... £ 37.95

GOLDEN IMAGE HANDY SCANNER & TOUCH-UP



Outstanding quality, excellent value for money - this package includes a 100-400dpi scanner with dither options, plus the amazingly powerful TOUCH-UP software package which drives the scanner directly. Scanner includes viewing window & backlight for accurate scans every time. Scan either line-art or grey images up to 400dpi. Many image enhancement & special effects available from within Touch-Up. A sensible investment for Desktop Publishing work.

ONLY £179.00 INCLUDING VAT AND DELIVERY

PHILIPS 15" TV/MONITOR



With its dedicated monitor input, this model combines the advantages of a high quality medium resolution colour monitor with the convenience of remote control Teletext TV - at an excellent low price ! NEW Version features dark glass screen for improved contrast, plus full range 3-way speaker sound output .

£269.00 Including VAT, delivery & cable

Philips CM8833 Mk.II including cable ..... £ 249.00

AMIGA SPECIAL DEALS

AMIGA 500 COMPUTER BASE PACK

Features a Genuine UK version 512K Commodore Amiga 500 computer with 1Mb Internal Drive, TV Modulator, Mouse, Power Supply, Kickstart 1.3, etc.

AMIGA 500 BASE PACKAGE
ONLY £ 307.49
A500 PACK AS ABOVE, WITH 512K RAM/CLOCK FITTED
ONLY £ 337.49
A500 PACK WITH EXTERNAL 3½" DRIVE
ONLY £ 357.49
A500 PACK WITH EXTERNAL 3½" DRIVE *AND* 512K RAM/CLOCK UPGRADE FITTED
ONLY £ 387.49

N.B. Does NOT include extra software included with other packages.

LOOK WHAT ELSE YOU GET WHEN YOU BUY AN AMIGA FEATURE PACK FROM Evesham Micros

THESE FABULOUS GAMES:
Tracksuit Manager 90 ● Jaws ● Block Alanche ● Lost'N'Maze ● Discman ● Battle Squadron ● Diet Riot ● Tank Battle ● Nigel Mansell ● Subbuteo
PLUS ! **A wordprocessor and spreadsheet**

AMIGA 500 SCREEN GEMS PACK

Includes Amiga 500 **with 1Mb RAM**, plus 1Mb Drive, TV modulator, 'Night Breed', 'The Beast 2', 'Back to the Future 2', 'Days of Thunder', 'Deluxe Paint II'.

A500 1MB SCREEN GEMS PACKAGE ..... £ 369.99
A500 Screen Gems Package PLUS 3½" External Drive .... £ 419.99

AMIGA 500 CLASS OF THE 90'S PACK

Pack features A500 computer plus A501 512K RAM Upgrade, TV Modulator, 8 software titles, 10 Disks, mouse mat, Video Tape & more ....

CLASS OF THE 90's Package ..... £ 549.00
Class of the 90's Pack *plus* 3½" Drive ..... £ 600.00

AMIGA 1500 STARTER PACK

Includes A1500 computer (1Mb RAM, 2 x 3½" Drives, 8 expansion slots), Commodore Hi-Resolution Colour Monitor, plus Software including: 'Deluxe Paint III', 'Battle Chess', 'Sim City' and 'The Works' (business software).

A1500 STARTER PACKAGE ..... £ 949.00

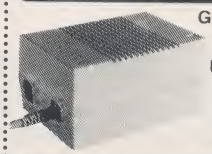
VIRUS PROTECTOR

BANISH VIRUS PROBLEMS!

Our compact Virus Protector fits easily to the Port of the last disk drive in your Amiga system, protecting all internal and external drives from boot block viruses. Incorporates a switch to enable or disable the protection facility. *Top value !*

ONLY £9.95

REPLACEMENT A500 PSU



Genuine Commodore Amiga A500 type replacement Power Supply Unit. Good quality 'switch mode' type. Super low price!

ONLY £39.95

MIDI INTERFACE

GET CONNECTED !

Our fully compatible, high quality MIDI interface connects directly with the Amiga serial port and provides IN, OUT & THRU ports for good flexibility. Features LED indicators on each port for diagnostic purposes. Superb compact design.

ONLY £19.95

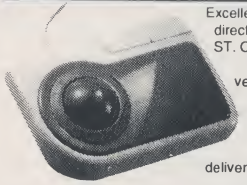
STEREO SOUND SAMPLER

S-S-S-SAMPLE THIS !

Offering full compatibility with almost any Amiga audio digitiser package, our Sound Sampler features excellent circuitry, yielding professional results. The main A/D converter gives a digitising resolution of up to 50KHz, with a fast slew rate. Two phono sockets are provided for stereo line input, plus an option for microphone. Adjustable gain is achieved with built-in control knob. Complete with public domain disk containing sound sampling applications / utilities.

ONLY £29.95

NEW! TRACKBALL



Excellent new high performance trackball, directly compatible to any Amiga or Atari ST. Operates from the mouse or joystick port. Super-smooth, accurate and versatile - you probably won't want to use a mouse again after using this Trackball ! Total one-handed control. Top quality construction and opto-mechanical design, delivering high speed and accuracy every time. No driver software needed !

ONLY £29.95

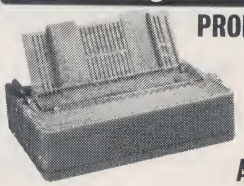
VIDI-Amiga video digitiser package inc. VIDI-Chrome ..... £ 110.00
VIDI-Chrome Amiga colour frame generation kit from B&W images. £ 16.95
VIDI-RGB colour frame generation kit from B&W images ..... £ 64.95
KCS Powerboard Hardware PC Emulator with its own 1Mb of RAM on-board, 512K useable in Amiga mode ..... £ 229.99
Kickstart 1.3 Upgrade ..... £ 29.95
Amiga 500 Dust Cover ..... £ 4.95

SOFTWARE

Kind Words 2	£ 37.50	Music-X 1.1	£ 110.00
Protext V5	£ 119.95	AMOS	£ 37.50
Digita Home Accounts	£ 23.95	HiSoft Lattice C	£ 179.00
Deluxe Paint 3	£ 59.95	GFA BASIC V3	£ 39.95
Deluxe Video 3	£ 59.95	GFA BASIC Compiler	£ 34.95
		Devpac 2.15	£ 44.95
		Disney Animation Studio	£ 69.95
		Roger Rabbit	£ 9.95

NEW! olivetti DM124C

Outstanding 24 Pin COLOUR Printer



PROFESSIONAL QUALITY 24-PIN COLOUR PRINTING NOW AVAILABLE - AT AN AFFORDABLE PRICE !

Combining the advantages of advanced COLOUR output with the *superior* quality of Olivetti Professional 24-pin printing, the *new* DM124C represents excellent value for money! Consistent high quality is assured every time, with no ink excesses or pale lines at any speed. Peace Of Mind for trouble-free use is *Guaranteed*, with Olivetti's 12 Months On-Site Warranty cover !

- 200 cps output in draft, 50 cps in LQ mode; *huge* 40K buffer
- 7 Colour output; Graphics resolution up to 360 x 180dpi
- Parallel Interface, Tractor & Single Sheet Feed as standard
- **Complete with cable & 12 MONTHS ON-SITE WARRANTY**

Olivetti DM124C Normal RRP: £ 389.95 inc.VAT

Evesham Micros Special Offer Price **ONLY £269.00** inc.VAT, Delivery & cable

- Automatic Cut Sheet Feeder available for only £ 79.95 -

PRINTERS

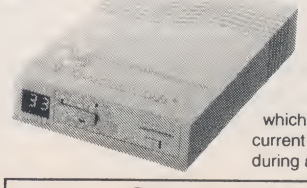
Prices include VAT, delivery and cable

EVESHAM MICROS SPECIAL OFFER !
All STAR Printers include 12 months On-Site Maintenance

Star LC 10 Best-selling 9-pin printer, 144/36cps.. £ 159.00
Star LC 200 9-Pin Colour, 4 fonts, 180/45cps ... £ 209.00
Star LC 24-10 24-Pin, 4 fonts, 180/60cps ..... £ 215.00
Star LC 24-200 24-Pin, 5 fonts, 200/67cps..... £ 249.00
Star LC 24-200C 7 colour version of above ..... £ 289.00
Star FR-10 9-pin **including Colour Upgrade**..... £ 309.00
Star XB24-10 24-pin **including Colr. Upgrade**.. £ 385.00

Citizen Swift-24 24-Pin COLOUR Printer ..... £ 279.00
Olivetti JP-350 Inkjet high speed 300dpi printer ..... £ 389.99
Olivetti DM100S 200/30 cps 9-pin, inc.12 months O/S/M... £ 115.00
Panasonic KXP1123 excellent value 24-pin printer ..... £ 215.00

NEW! 3½" DRIVE with LED Track Display



High quality double-sided 3.5" floppy drive offering the full 880K formatted capacity per 3.5" disk. Features a special LED display which accurately shows the current track being accessed during any disk drive activity.

ONLY £74.95

BUBBLE & SQUEAK

Print and be damned! Mat Broomfield takes a close-up look at two new printer which claim to offer high quality output at affordable prices. In the right hand corner is the Canon BJ-10e bubble jet and in the left, the Citizen 124D dot matrix. Seconds away...

As the use of printers in the home becomes more widespread, so do the requirements placed upon them. Many people simply require something cheap that they can use to print schoolwork, letters to friends, personal notes etc. However, there are a growing number of people who need a higher quality of print, enabling them to produce a more professional finished product. It's at these people that two printers reviewed here are aimed.

The Canon BJ-10e is a bubble jet printer, which uses the latest technology to produce its 360 dots per inch (DPI)output. The Citizen 124D, which also prints at 360 DPI, uses a 24 pin dot matrix system. There are definite advantages to each system. Using existing technology, the 124D prints at a brisk 120 characters per second (CPS) in draft mode, whilst the BJ-10e plods along at a steady 83 CPS. However, whilst the impact from the dot matrix pins creates a fairly annoying volume of noise, even in quiet mode, the bubble jet system squirts its ink onto the paper with hardly a whisper of a noise. Due to the simplicity of the bubble jet system, it contains far fewer moving parts than the Citizen, and this in turn means that there are less parts to go wrong. This is especially important if you are using your printer on a daily basis, to run a business for example.

In appearance, there is a clear contrast between the two printers. The BJ-10e, is very sleek, light, and small, measuring slightly over twelve inches along its front edge. By comparison, the 124D is a large, bland looking machine that takes up too much desk space for my liking. In fairness, I must mention that the Canon has been designed with portability in mind, whereas Citizen had no such ideas for their 'baby'. The control panels of both machines are visually pleasing, with all options clearly marked and logically positioned. Again the Canon scores slightly higher because it uses proper buttons instead of pads, and these are going to be more durable. Both printers feature multiple emulation, hopefully allowing your software to take full advantage of their features. The Citizen emulates an IBM Proprinter X24, an NEC Pinwriter, or an Epson LQ 850. The BJ-10e also emulates an IBM, but its only other emulation is Canon's own BJ-130e. This means that finding a suitable driver for it may prove difficult, because IBM and Canon drivers are far less readily available than those for the Epson.

Once the printers were correctly connected to the Amiga, the battle was on. The two machines both offer high quality print, and a reasonable price tag, but which one is the best? As it turned out, they offered such different facilities that it almost seemed unfair to compare them.



The Canon is stylish and quiet. It produces superb text and graphics.



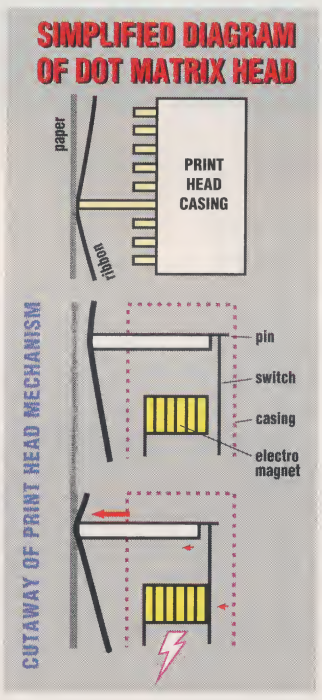
The sleek Canon BJ-10e is dwarfed by the angular looking citizen 24D. Despite its portability, the Canon feels as if it hasn't been designed to withstand too much rough treatment. Although the Canon is much slower than the Citizen in draft mode, it's so quiet that you barely notice the extra delay!

Still, I didn't say that I was fair...

There is a considerable difference in printing costs between the two machines. The Canon manages a reasonable 700,000 characters (about 132 pages of A4 text), out of its ink cartridge before it needs to be replaced at £19.99. The Citizen squeezes an incredible two million characters out of it`s low-tech ribbon. At only £4.60 per ribbon, the 124D offers superb value, working out at around a penny a page to print text.

The print quality of the Citizen in draft mode was reasonable, but a little too pale and spindly looking for my taste. The Canon used a bolder letter style when printing in draft mode and, for many people, the output is good enough for professional use. In letter quality, the Citizen had a choice of two typefaces (fonts), Courier and Times Roman. Both fonts were visually attractive, and at first glance appeared to be of typewriter quality. Closer inspection revealed the dot matrix origins of the letters, but only a nit-picker (or a reviewer!) would mention the difference. The Canon printer also has two visually appealing fonts, Pica and Elite. Due to the way that the ink tends to soak into the paper using their bubble jet system, the print quality of the BJ-10e was remarkable, even better than that of the Citizen. It was harder to spot any jagged edges on the letters, and they were of a darker, more uniform black.

A very handy feature of both printers, is the print buffer that they include. This is an area of memory within the printer where print files are sent. This means that the computer can send more information to the printer in one go. The larger the print buffer, the sooner you can carry on doing whatever you were doing before you started printing. The Citizen has an 8k print buffer, which can be increased by a further 32k. The Canon comes with a 37k buffer as standard.



Printing graphics, the Citizen 124D made an acceptable job of the IFF screen I gave it. The ink was still a little pale, but the image was clearly recognisable, albeit slightly elongated. Graphically, the Canon BJ-10e was exceptional. Even though the image was in black and white, the precision of the shading and the evenness of the ink allowed me to obtain very pleasing results.

Beware! There is one drawback with printers that create images by squirting ink onto the paper; the paper gets soggy! Normally this wouldn't matter, but when printing graphics that have large areas of black in them, the paper can stretch permanently, which makes the finished page look wrinkly. Both printers completed the graphic dump in under two and a quarter minutes, with the Canon beating the Citizen by six seconds.

In terms of the way the printers actually handled the paper, I preferred the Citizen. It automatically feeds in single sheets via the paper guide at the top, and it can also handle continuous paper, which is inserted at the rear of the printer. It has a paper park function that allows you to have both types of paper simultaneously inserted ready for use according to your requirements. The Canon is only capable of handling single sheets and envelopes, and although it does automatically feed them into the machine, it was a touch less user friendly than its rival. Both printers have selectors ➢

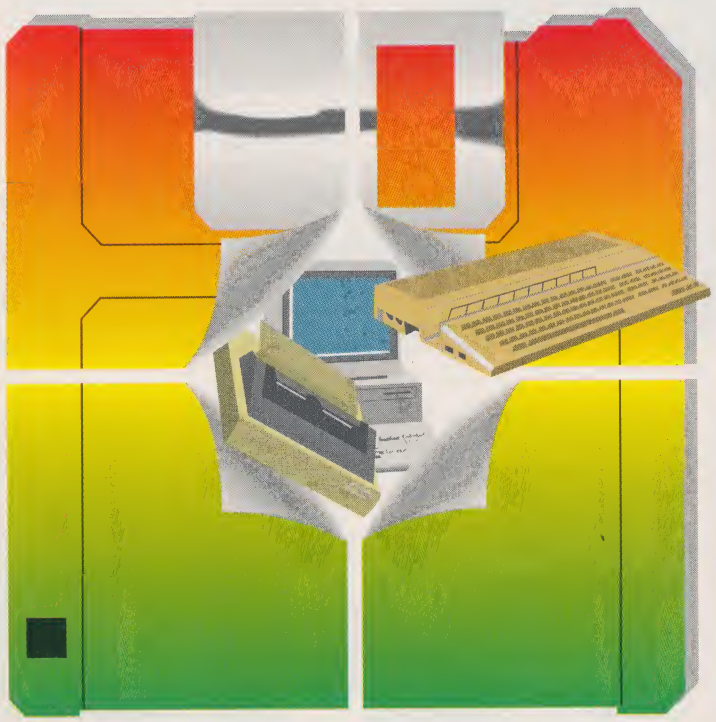
THE 4th International 16 BIT COMPUTER SHOW

Europe's biggest 16 Bit Computer Show dedicated to the serious and entertainment sides of the ST, Amiga and PC

July 12, 13, 14

Open 10am - 6pm, Friday and Saturday.

Open 10am - 4pm, Sunday.



Novotel Hotel, Hammersmith, London W6

Nearest tube station - Hammersmith (Piccadilly, Metropolitan & District Lines)

Organised by
Westminster Exhibitions Ltd,
Surrey House, 34 Eden Street,
Kingston, Surrey KT1 1ER
Telephone 081-549 3444
Fax 081-547 1311

Pre-Purchase your tickets before July 5th. Save up to £2 if you apply NOW!

Regular ticket prices - £5 Adult, £3 Child (Under 10) at door or after July 5th.
Fast Lane Ticket Prices - £3 Adult, £1 Child (Under 10)

VISIT 2 GREAT SHOWS WITH ONE JOURNEY
On the same days as the 16 Bit Show and just 5 minutes walk away at Olympia is the *INTERNATIONAL MUSIC FAIR* so why not visit both shows!

Over 140 companies will be exhibiting and supplying everything from Hardware to Software, Peripherals to Consumables for your ST, AMIGA & PC - as well as all the latest products from Europe & America

Companies including:

- 2 Bit Systems
- A & G Electronics
- Adamsoft
- Active Studio Centre
- Alf Payne
- Arkadia
- Arnor Ltd
- B.C.S. Ltd
- Budgie UK
- Bytes & Pieces (Europe) Ltd
- Care Electronics
- Checkmate
- Compulink
- Computer Manuals Ltd
- Connect International
- Console Quest
- Delta Leisure (UK) Ltd
- Diamond Computers
- Digital Disks
- DK Discs
- Dowling Computers
- Euro Computer Supplies
- Full Circle Technologies
- Gastiener
- Gemini Computers
- GFA Data Media
- GPS
- Harpers Computers
- Hart Micros
- Hi-Soft
- Hi-Tech (Modems) Ltd
- ICPUG
- Kador
- Keytread Computers
- LCL Educational Software
- Manfred Carle Hard & Software
- MCD Software
- Media Direct
- Media Value
- Memory Expansion Systems
- Micro Mart (UK) Ltd
- Micro Value
- Micro Smart
- Microdeal Ltd
- MPH Computer Specialists
- New Dimensions
- North Eastern Consoles
- Omega Projects
- P & B Micros
- Pandaal Marketing
- Paradise Computers
- Precision Software
- Protar
- Recoil
- Riverdene PDL
- Rombo Ltd
- Silica Shop
- Siren Software Ltd
- Soft Stuff Software
- Software Plus
- Software Squad
- Software Selection
- Supergraphics
- Take Control
- Turbosoft
- US Action
- Videk Ltd

Fast Lane Ticket Holders have their own priority entrance.

To: 16 Bit Show, PO Box 68, St. Austell PL25 4YB

Please send me _____ Adult Fast Lane Tickets @ £3.
_____ Child Fast Lane Tickets @ £1

I enclose a cheque/P.O./Credit card details for £ _____ made payable to 16 Bit Show

Name _____

Address _____

_____ Postcode _____

Credit Card No. _____ Expiry date _____

OR phone 0726 68020 to book with credit card



The Citizen is fast, cheap and exceptionally user-friendly.



The graphic quality of the two printers can be seen here in all their glory. The Citizen (left) produces a much darker, less sharp looking image. The Canon produces very subtle shading effects.

BUBBLE & SQUEAK

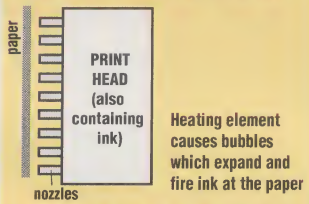
which allow you to choose from various paper thicknesses, and again the Citizen gives you the greatest range of choice.

IN CONCLUSION

At first glance, it would be easy to dismiss one printer or the other as being inferior. However, I suspect that the two printers are aimed at very different markets. The Citizen 124D has, to its advantage, a reasonable print speed, robust construction, user-friendly options, and it uses ribbons that offer terrific value for money. On the minus side, it is noisy, quite large, and doesn't handle graphics as well as the Canon. The Canon on the other hand, is portable, prints very quietly, and does an great job of printing graphics. The Canon's bad features are its expensive ink cartridges, its slow print speed and its inability to handle continuous paper.

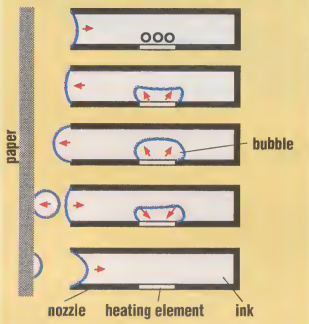
If you need a printer that's going to have to work very hard, the Citizen is probably a safer choice. If your output requirements are less demanding, but you want really high quality at a reasonable price, the Canon is for you.

SIMPLIFIED DIAGRAM OF BUBBLE JET HEAD



ENLARGED VIEW OF NOZZLES

Showing stages in printing process



JARGONESE FOR BEGINNERS

CPI – Characters Per Inch. The number of letters or symbols printed in one inch of paper.

CPS – Characters Per Second. The number of letters or symbols printed in one second.

Emulation – Many printers understand their own particular machine language. Emulation is the ability of a printer to understand instructions sent in the language of another, more common printer. This enables the computer to send information to the printer in the language of a printer it knows – an Epsom for example. Provided the printer has been set for Epsom emulation, it will then 'understand' exactly what to do.

Font – Many printers now have the ability to print in a variety of letter styles. These letter styles are called fonts. Printers that have more than one font will have at least one serif, and one sans-serif font. A serif font has cross pieces on the tops and bottoms of the letters, and has a Roman Numeral look to it. Sans-serif fonts are plain with no cross pieces. This is in serif. This is in sans-serif.

Printer Driver – When the computer tells the printer what to print, it sends a series of numbers which the computer then translates as characters and control commands. Most printed characters are represented by the same number, regardless of the printer. However, many printers use different numbers to represent control commands, such as bold, underline, etc. A printer driver is a piece of software that your computer loads before printing. This contains a complete list of all the commands understood by your printer, and should ensure that your printer always prints when you tell it to.

PRINTER FEATURES COMPARISON TABLE

FEATURE	CANON BJ-10e	CITIZEN 124D
PRICE (excluding Vat)	£345.00	£249.00
EMULATION	IBM Proprinter X24E, Canon BJ-130e, NEC Pinwriter	IBM Proprinter X24, Epson LQ850
SPEED at 10 CPI (Draft mode)	64 seconds per A4 page (83 CPS)	44 seconds per A4 page (120 CPS)
SPEED at 10 CPI (Near letter quality)	64 seconds per A4 page (83 CPS)	132 seconds per A4 page (40 CPS)
GRAPHICS SPEED (printing a D-Paint screen)	130.92 seconds	137 seconds
RESOLUTION	360 DPI	360 DPI
COLOUR ?RINT	NO	NO
INK TYPE	Cartridge	Ribbon
INK LIFE in characters	700,000	2 million!
INK LIFE in pages	132.6	378.8
INK PRICE (excluding vat)	£17.99	£4.00
RESIDENT FONTS	Pica, Elite	Courier, Times Roman
DOWN LOAD FONTS	Yes	Yes
PROPORTIONAL SPACING	Yes	Yes
MEMORY	37K	8K
MANUAL	Adequate	Very informative
NOISE LEVEL	Very quiet (under 45 decibels)	Loud but not unbearable (52-55 decibels)
SIZE	Compact	Moderately bulky
WEIGHT	1.8 Kilogrammes	5.5 Kilogrammes

THE One for AMIGA GAMES

AN EMAP IMAGES PUBLICATION ISSUE 32 MAY 1991 DM 12.00 Lire 10,000 £2.95

FULL GAME!

The Assembly Line's Classic E.MOTION

THE EAGLE HAS LANDED!

MicroProse Clears F-15 for Arrival

First New-Look Issue!



Amazing Giveaway

NO STRINGS ATTACHED

USGold's E.Motion Complete and Ready To Play

CDTV

Worth Selling Your Computer For?

PGA TOUR GOLF OUT NOW

EA Keeps On Swinging

PLUS!

Two Fully-Playable Demos

Ocean's Elf and Gem'X from Kaiko

IF Either of Your Disks is Missing - Consult Your Newsagent

THE ULTIMATE IN AMIGA GAMES

- TWO ACTION PACKED DISKS . . .
- AUTHORATIVE REVIEWS AND PREVIEWS . . .
- THE BEST COMPETITIONS . . .
- HINTS AND TIPS FOR THE LATEST AMIGA GAMES . . .

. . . AND MUCH MORE INSIDE!

05

9 770962 289003

So, you're having a party. You've printed the invitations, and organised the music and lights. Now what are you going to wear? Steve Chance presents a guide on how to create your own clobber for that special event.



Once you've finished your design, print a mirror image onto a sheet of paper and iron away!

GETTING SHIRTY

Producing t-shirts is an expensive business, but by using a Dot-Matrix printer, a special printer ribbon, an ordinary plain T-shirt and an iron and ironing board, you can easily create your own.

1. Using a graphics package, such as *D-Paint III*, design yourself a logo to go on your T-shirt (if you lack artistic flair, then opt for a rude slogan in an interesting font). When you have finished with your design and are satisfied with it, flip it on to a mirror image of itself (using the FLIP/HORIZ option within the *D-Paint* border).

2. Print your design onto paper. This is where the aforementioned special printer ribbon comes in. Care Electronics of Watford supply a range of heat transfer ribbons, of which we tried their black and four-colour ribbons with an LC-10 printer.

3. Next, wrap the end of your ironing board in kitchen foil (to stop it absorbing any ink).

4. Slide the T-shirt over the end of the ironing board and plug in your iron.

5. Place the paper face down on your T-shirt, and press over it with the hot iron for, say, twenty seconds (or until you smell burning!).

6. Remove the paper and, hey presto, the design should be reproduced on to your T-shirt.

In practice, though, things aren't so straight forward...

When you're ready to print out your design there is the usual dilemma of which printing density to select from the Graphic 2 screen in Preferences. While you may want a high density to make some areas come out in solid, bright colours, other areas may be over-inked and appear as various shades of black. With our elaborate design, I got the best result from Density 1. The optimum setting will depend on the colours you use and, as always, don't expect to get it right first time.



The ribbons are designed for use with fabric consisting of polyester and cotton. You can print your design on a 100% cotton T-shirt, but it will fade a little after you've washed it or, if you sweat a lot, whilst bopping. This is because the dye clings to the polyester, but if too much polyester is used it's more likely to be fried by the hot iron. I used 63% polyester 35% cotton and just got away with it.

Ironing the transfer on to the T-shirt is an acquired skill, and it's advisable to practice on something you would never wear in public (Dan Slingsby's Polyester vests for example). If you use a steam iron, the pattern of the grooves in the sole will show in the design, so keep the iron moving. However, moving the iron tends to shift the paper with the design on, so an iron with a flat base is preferable.

Assuming you hold the iron with a steady hand, and neither melt or set fire to your T-shirt, the results can be impressive. The slight smudging when the ink is transferred from the paper to the fabric reduces the horizontal 'banding' effect which mars graphic print outs, and blends the different coloured dots into a surprisingly solid image.

I felt quite chuffed with the final results, and will be flaunting them at my next party. If you fancy starting your own designer label, the necessary ribbons can be obtained from Care Electronics who can be reached on 0293 672102.



How to ruin a perfectly good t-shirt by ironing on a really stupid picture.



Once the image has been transferred, smooth over with a hot iron.

• GROUP SCOOP •

CALLING ALL USER GROUPS Are you a member of a local Amiga user group? If so, then we want to hear from you and what you're up to. So, if you're doing anything novel or unusual with your Amiga (although nothing pervy and involving animals we hasten to add!), then give us a bell and let us know. We're interested in any gossip, tips, and general chit-chat, so don't delay, give CU Amiga a call.

Ring Mat Broomfield now on 071 251 6222.

PHASER ON STUN

Armed with his trusty *Phaser*, Mat Broomfield goes in search of enemy virii.

Phaser is a rather cumbersome device which plugs into the extra disk drive port. If you have a second drive, the drive plugs into a slot at the back of the *Phaser*. Along the front of the unit there are several small lights (LEDs). These flash to indicate which side of the disk is currently being accessed, and which disk drive is being used if you have more than one. A further pair of lights show you whether the computer is trying to read or write to the disk. The remaining light indicatess the protection status of the currently accessed disk, and a switch at the back allows you to write protect the disks electronically.



The upshot of all this hi-tech gadgetry is that you can insert unprotected disks safe in the knowledge that nothing can infect them while the *Phaser* is set at protect. More importantly, when you consider that one new virus is created each week, you can actually use the *Phaser* to hunt for virii. To do this, you insert a suspect disk into the disk drive with the write protect off. If the computer attempts to write to a disk in either drive within ten seconds, you can be absolutely certain that the disk has a virus, according to the device's inventor, John Dudley of **Digital Aplications.**

Because the *Phaser* is solely a virus hunter and protector, Digital Applications are including the state of the art in virus killing software, *Master Virus*, free to all purchasers.The normal price of the Phaser is £34.95, but CU Amiga readers can get it for only £29.95 if they send the token on page 16 along with their order.

Highly recommended.



Danger! Danger! The new *Phaser* from Digital Applications joins the battle against deadly virii.

THEY'RE CREEPING UP ON YOU...

Unfortunately, Virii have come a long way since their first unwanted appearance. From humble beginnings when the Amiga was a mere babe in arms, new strains have been created to wreak even more havoc than usual and to cause new problems. The implications for virii are, frankly, worrying, as they get more intelligent (there's a special strain which replaces the names of key politicians with obscenities), and it is possible that corrupt businessmen or criminals could use them to alter computer databases and info to their favour.

Access

PROTON SOFTWARE

VISA

Tel: 0462 686977 24 Hour. Fax: 0462 673227

AMIGA TOP 50

Manchester Utd	£13.99	Super Off Road	£17.99
Chuck Rock	£13.99	Z Out	£17.99
Golden Axe	£17.99	Amos	£36.00
Lemmings	£17.99	Rick Dangerous 11	£17.99
Chase HQ 11	£17.99	Wall Street Wizard	£17.99
Supremacy	£19.99	Wrath Of Demon	£20.99
Lotus Esprit	£17.99	Badlands	£17.99
Speedball 11	£20.99	Wings Of Fury	£17.99
Kick Off 11	£14.99	Dragons Lair 11	£30.99
Powermonger	£20.99	Killing Cloud	£19.99
Mig 29	£20.99	Final Whistle	£10.99
Team Yankee	£20.99	Indy 500	£17.99
F19 Stealth	£20.99	Total Recall	£17.99
Rogue Trooper	£13.99	Cricket (1 Meg)	£17.99
Carv Up	£16.99	Billy The Kid	£17.99
Robocop 11	£17.99	Narc	£17.99
M1 Tank Platoon	£20.99	4D Sports Boxing	£17.99
Prince Of Persia	£15.99	Team Suzuiki	£17.99
James Pond	£13.99	Captive	£17.99
Pro Tennis Tour 11	£18.99	Battle Chess 11	£20.99
Toyota Celica	£17.99	Fire & Forget 11	£17.99
PGA Tour Golf	£17.99	Bomber Bob	£10.99
Boxing Manager	£13.99	Khans Squash	£15.99
Magician	£20.99	Revelation	£15.99
Buck Rogers	£23.99	Naksha Mouse	£26.00
Chess Champ 2175	£18.99		

PO/CHEQUES PAYABLE TO: PROTON SOFTWARE.
NEW RELEASES SENT ON DAY OF RELEASE.

COMPILATIONS

SEGA MASTER MIX AMIGA £20.99 Superwonderboy, Dynamite Dux, Crackdown, Turbo Outrun, Enduro Racer	**SPORTING GOLD AMIGA £20.99** Californian Games, The Games Winter Edition, The Games Summer Edition.	**MIND GAMES AMIGA £15.99** Waterloo, Conflict Europe, Final Frontiier * PC version, Final Frontier replaces Conflict Europe	**CHALLENGERS AMIGA £20.99** Bomber, Stunt Car Racer, Pro Tennis Tour, Super Ski, Kick Off, *Kick Off not available on PC versions
FULL BLAST AMIGA £20.99 Ferrari Formula One, P47, Carrier Command, Rick Dangerous	**POWERPACK AMIGA £15.99** Xenon 11, TV Sports Football, Bloodwych, R.A.C. Rally, PC version Defenders of Crown replace Bloodwych	**WHEELS OF FIRE AMIGA £17.99** Hard Drivin', Turbo Outrun, Chase HQ, Powerdrift	**HOLLYWOOD COLLECTION AMIGA £20.99** Batman The Movie, Robocop 11, Indiana Jones Last Crusade, Ghostbusters 11
T.N.T. AMIGA £19.99 Hard Drivin', Xybots, APB, Tourin, Dragon Spirit	**HERO'S AMIGA £19.99** Licence To Kill, Running Man, Barbarian 11, Starwars	**PLATINUM AMIGA £19.99** Strider, Black Tiger, Forgotten Worlds, Ghouls & Ghosts	**MAGNUM 4 AMIGA £17.99** Operation Wolf, Afterburner, Double Dragon, Batman Caped Crusader

PRODUCT	FORMAT	COST
TOTAL		

Send to: PROTON SOFTWARE
ENTERPRISE HOUSE,
BLACKHORSE ROAD,
LETCHWORTH, HERTS SG6 1HL
TEL: 0462 686977
FAX: 0462 673227

NAME.....
ADDRESS.....
.....
.....
TEL NO.....

Ladbroke Computing International

Please Read: Terms of Sale.

We are the longest established Atari dealer in the U.K. We have developed an extensive customer service policy which means that we test all Hardware/Software prior to despatch to ensure that goods arrive in working order. Although our prices are not always the cheapest we do endeavour to offer consistently good service and backup. This isn't just our opinion, we were voted "Best Dealer 1989" by the readers of ST World magazine, not for "the number of boxes shifted", but for quality service.

On Site Warranty: We have recently extended our backup programme by offering on site warranty as an option on all ST's. We already offer this service on, All Star printers and Philips monitors listed.

All prices are correct at copy date 09/05/91, and are subject to change without prior notice. All prices are accurate while stocks last. Phone for up to date prices. All prices include VAT, there are no hidden extras (WYSIWYG). Delivery (in Mainland U.K) is free, on orders over £100 (add £10 for next day courier delivery. All prices available on Mail Order, Shop prices may differ.

Star Printers

Star LC-200	Star LC24-200	Star LC24-200 Colour
£219.99	£249.99	£319.99 Now
7 Colour printer	24 Pin printer	24 Pin printer
Colour + mono ribbon supplied	222 cps	222 cps
225 cps	5 Resident LQ fonts	5 Resident LQ fonts
5 Resident NLQ fonts	Accepts font cartridges	Accepts font cartridges
Bottom feed	Bottom feed	Bottom feed
Push or pull tractor feed	Push or pull tractor feed	Push or pull tractor feed
Paper parking	Paper parking	Paper parking

Star LC24/10	£209.99
Star LC-10	£169.99
Citizen Swift 24 pin	£319.99
Citizen 120D+	£139.99
Atari SLM605 Laser printer	£1099.99

All Star Printers carry 12 months on site warranty(Mainland UK). All printers include IBM Centronics cable. Phone for ribbons, paper and printer stands.

64K buffer 3 input switch	£29.99
256K buffer 3 input switch	£49.99

Phone for details of Star FR and XB ranges.

Quality Disks

Quantity	Bulk Sony or Kao Loose	Bulk Sony or Kao Boxed	TDK Brand Boxed in 10's
10	£ 5.99	£ 6.99 Includes x10 Ryford black plastic box	£ 9.49
40	£ 20.99	£ 26.99 Includes x40 Lockable, disc box	£ 34.99
100	£ 48.99	£ 57.99 Includes x100 Lockable, disc box	£ 84.99
150	£ 66.99	£ 83.99 Includes x150 Posso Stackable disc box	£ 125.99

All disks carry an unconditional lifetime guarantee. Please add 80p P&P for each 10 disks or £3.00 for 100 and above.

FAX/Modem

Use your ST or Amiga to send faxes. Fully featured modem accesses bulletin boards/commercial systems.

- Fully Hayes compatible.
- Auto dial/answer
- 300/1200/2400 Baud
- For ST or Amiga
- Cannot receive faxes. Not BT approved.

£224.99

Amiga Packs

A500 computer £299.99

A500 Screen Gems Pack £354.99

1Mb A500 Screen Gems Pack £369.99

Any of above packs + Tenstar games, joystick, mouse mat add £30

Monitors & TV's

Philips 8833 MK II Colour, Stereo monitor	£ 249.99
Cmdr 1084S Colour monitor * limited offer *	£ 269.99
Philips 15" FST TV	£ 269.99

The philips 15" FST Tv includes: remote control, Scart input, 60 tuner presets, sleep timer and Fastext. All displays include Scart cable. Deduct £10 from Monitors only, if bought with computer. The Philips 8833 comes with full 12 months on site warranty.

Phone for other cables and Switch boxes etc.

RAM Upgrades

512K Board	*£26.99*
With clock	*£29.99*
1.5Mb Upgrade with 512K installed	*£55.99*
1.5Mb Upgrade with 1Mb installed	*£72.99*
1.5Mb Upgrade with 1.5Mb installed	*£88.99*

The Zydec 1.5Mb upgrade board requires a connection to the Garry chip and Kickstart 1.3 installed. Includes clock.

Cumana CAX 354

- *Data enable/disable switch*
- *Daisy chain "through" connector*
- *Low power consumption*

Now Only £54.99

Please add £3 P&P

A4 Scanner

- *200 DPI scanner, thermal printer, and photocopier.*
- *Upto 16 grey scales or B/W mode.*
- *Compatible with Amiga and ST.*

Now Only £399.99

Hard Drives

GVP II A500 Hard drives include injection moulded styling, Internal RAM expansion to 8Mb via SIMM boards, Capacities from 52Mb, 3.5" 11ms Quantum mechanism, Internal Fan, Game switch and mini slot for future expansion.

GVP 52Mb	*£549.99*	*GVP 105Mb*	*£669.99*
A590	*£299.99*	*Phone for latest prices*	

Goldstar PC's

All systems include 12 Mnths on site maintenance and DOS 4.01.

286 -12MHz 1Mb RAM supplied, upgradeable to 4Mb, 80287 Co-Processor socket, 40Mb 24ms Hard drive, 2x AT and 1x XT free expansion slots, Mouse, GEM 3, 1st Word, choice of 1x 5.25" floppy or 1x 3.5" floppy.	Mono VGA	£734.99
	Colour VGA	£839.99
	Colour S-VGA	£839.99
386sx -16MHz 2Mb RAM supplied, upgradeable to 8Mb, 80387sx Co-Processor socket, 40Mb 24ms Hard drive, 4x AT and 1x XT free expansion slots, Mouse, choice of 1x 5.25" floppy or 1x 3.5" floppy.	Mono VGA	£1049.99
	Colour VGA	£1159.99
	Colour S-VGA	£1259.99
386sx -20MHz 2Mb RAM supplied, upgradeable to 10Mb, 80387 Co-Processor socket, 40Mb 24ms Hard drive, 4x AT and 1x XT free expansion slots, Mouse, 1x 5.25" floppy and 1x 3.5" floppy.	Mono VGA	£1259.99
	Colour VGA	£1369.99
	Colour S-VGA	£1469.99
386sx -25MHz 4Mb RAM supplied, upgradeable to 16Mb, 32K Fast cache RAM, 80387 Co-Processor socket, 40Mb 24ms Hard drive, 4x AT and 1x XT free expansion slots, Mouse, 1x 5.25" floppy and 1x 3.5" floppy.	Mono VGA	£1789.99
	Colour VGA	£1889.99
	Colour S-VGA	£1999.99

How to Pay

You can phone your Access or Visa card details or send a cheque/postal orders made payable to Ladbroke Computing International. Please allow sufficient clearance time for cheques.

(0772) 203166 Fax 561071

Shop & Mail order premises: 33 Ormskirk Road, Preston, Lancashire, PR1 2QP Open Monday to Saturday 9:30am to 5:00pm. Phones answered from 9.00am. Dealer enquiries welcome. Ladbroke Computing International is a trading name of Walton Marketing Limited. All trade marks recognised.

NORSEY but nice

The Danish are best known for the 'sizzling' bacon ads on the telly and for supplying a neverending line of useless football players to English soccer clubs. It's mildly surprising, therefore, to discover that Denmark also sports a burgeoning computer industry. One of the main movers behind the boom is Interactivision, a small company with a wide range of application software set to invade a computer store near you.

INTERSOUNDS FAMILIAR

If you've always wanted to be the next Bomb the Bass, S'Express or MC Hammer, now's your chance. Chris 'Two-Tone' Jenkins takes a look at a brand new sampler.

Written in assembly language, *Intersound* is a software only, icon driven system, which is extremely easy to use, and features the usual array of features you expect to see in such software – although, oddly, there's no MIDI control facilities. Up to eight samples can be held simultaneously, although their length depends on the available memory. Each can have eight Segments defined; and these are indicated by a dark bar between the start and end cursors. This can be dragged around with the mouse, and is selected using the SEGM 1-8 display at the bottom-right of the screen. In addition, the system allows the player to cut and paste and generally lift huge sections out of particular samples.

Apart from features like multiple looping, *Sonix* file compatibility and the ability to handle 20 samples at a time, *Intersound* has most of the abilities of the state-of-the-art *Audiomaster III* software. The main drawback of *Intersound* is that to use it you must have already bought sampling hardware – which would probably be supplied with adequate software, possibly even featuring the MIDI facilities *Intersound* lacks.

DANE PACK

Interactivision is the name chosen by a three-strong team of Danish entrepreneurs. They started out by producing top-notch Amiga games, which they licensed to major software publishers. Realising that there was a shortage of affordable applications software, they set about producing the *Inter* range of packages, which they are releasing under their own name. The range currently comprises *Interword* (word processor), *Interspread* (spreadsheet), and *Intersound* (sampling software) and plan to release *Interbase*, an icon driven relational database, in September. They have designed their software with the end user very much in mind, and have tried to make it as user-friendly as possible.



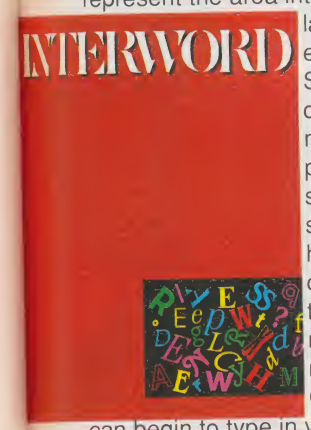
With the exception of *Intersound*, all other Interactivision titles are designed to be completely compatible with other titles from their range. *Interword* uses the same screen and icon formats and produces files which are interchangeable with *Interspread* and *Interbase*. If the promises of the company are fulfilled, we could see other companies lowering their prices as people realise that they don't have to spend a fortune to get decent utility software. Watch this space...



SPREADING IT ABOUT...

If you run a small business, or merely want to keep track of all the monthly bills that drop through your letterbox, a spread sheet could be the answer to all your problems. Mat Broomfield starts spreading the news...

Once the program has loaded, you are straight into the main working screen which is divided into vertical columns (labelled a, b, c, etc), and horizontal rows (labelled 1,2,3, etc). The boxes formed by the intersecting columns and rows are called cells, and represent the area into which number, labels, formulae, etc, can be entered. Selection of a cell is done by clicking the mouse at the appropriate point on the screen. The selected cell will have a reference code corresponding to the column and row number it resides in, eg A1, G11, etc. Now you can begin to type in your home/business accounts and watch with glee as your computer strains itself to sort them all out for you. After entering your accounts and then pressing the calculate button, don't go and make a brew because this baby is FAST! And the program automatically updates itself if you make any changes to the sums (formulae). This means that you can try different figures and swiftly see the effect that they will have.



It has to be said that the manual is nothing to write home about (lacking colour and those big friendly diagrams that you can understand immediately without having to wrestle with incomprehensible text). However, it is informative and fairly easy to understand. It features a beginner's section (which is useful for the 'what the heck is a spreadsheet' type-of-person), and an advanced users section that explains the more technical features, of which there are many.

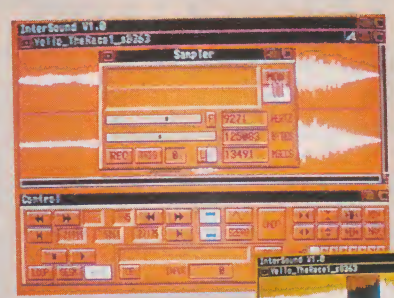
Interspread features drop-down menus which are accessible with the mouse, and many of the options can only be accessed in this way. A new feature is the use of gadgets. Gadgets are little picture icons that you click on to use certain functions, eg cut, copy and paste utilities (for moving chunks of information around the spreadsheet), printer, disk (load, save, etc). All are rather useful and save you from ➢

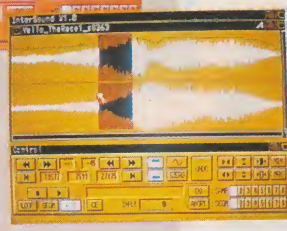


THE TECH BIT ***Interspread*** **allows you to write up to 10,000 rows, and as many as 30,000 columns. With one simple command, you can easily jump to any cell in your sheet. It handles unknown factors, such as equations that include algebraic expressions, with a cheerful grin and a jaunty whistle, and it can even understand scientific notation. You can have up to ten sheets open at a time, and it's possible to transfer data and calculations between them. Once set, entry into your files is prohibited unless you have the correct password. A hard disk installation program is included, and** ***Interspread*** **supports a wide range of printers.**

ALL-TIME ROCK SAMPLES

PSYCHIC TV – Buddist monks and chants, human bones (from Psychic TV).
SHAMEN – Mikhail Gorbachev and the rantings of an American evangelist (from In Gorbachev We Trust).
KLF (AKA The Time Lords AKA The Justified Ancients of Mumu) – Dr Who (from Doctorin' the Tardis), Abba, Whitney Houston (from The Jams meet Abba etc).
THE BARMY ARMY – Brian Clough explaining how he came to hit a supporter (from The English Disease).
GARY CLAIL – Margaret Thatcher (from No Alternative).
MARK SUMMERS – The theme from The Magic Roundabout (from Summer's Magic).
EXP – Jimi Hendrix (from Kiss the Sky).
BRIAN ENO AND DAVID BYRNE – An exorcism (from My Life in the Bush of Ghosts).
THE GRID – Timothy Leary on the psychedelic experience (from Timothy Leary meets The Grid).
PUBLIC ENEMY – Malcom X and Martin Luther King (from It Takes A Nation Of Millions To Hold Us).
MALCOM MCLAREN – Puccini's Madam Butterfly (from Madam Butterfly).
BLACK BOX – Aretha Franklin (for Ride on Time).
SILVER BULLET – Robocop (from 20 Seconds to Comply).
EINSTEINZENDERDENEUBATEN – metal bashing; the lead singer with microphones in his body being beaten up; a cow being chainsawed (from miscellaneous tracks).





THE MINI POPS - samples from 'On Golden Pond'.
FIELDS OF THE NEPHILIM - 'Evil Dead' and 'The Name of the Rose' (in and between tracks on 'Dawnrazor).

The ultimate sampler? **Vanilla Ice**.

AMIGA MEGADRIVE ST SEGA SUPER FAMICOM
C64 AMSTRAD PC ENGINE NINTENDO PC LYNX

10.00 DM 4500 L
380 Ptas S$8.10

£1.35

COMPUTER + VIDEO GAMES



FREE!

GLOW-IN-THE-DARK STICKERS!!
COLLECT THE SET AND WIN A

SUPER FAMICOM!!

SUPER!

SONIC THE HEDGEHOG!!
CAN SEGA'S NEW HERO OUT-CUTE MARIO!??



OUT NOW

STREET FIGHTER II
ストリートファイターII

STATE OF THE ART ARCADE VIOLENCE!
EXPOSED INSIDE...

EXCLUSIVE!

JETFIGHTER 2
TOP GUN
EAT YER HEART OUT!!



NORSEY but nice

getting lost in a jungle of menus. Gadget boxes really take the hassle out of using this program.

Everyone, from piggy bank owner, to millionaire, could benefit greatly from this package. Easy to use and with plenty of handy features, *Interspread* runs on all Amigas.

Famous People Who Should Have Used Interspread

BLOWING HIS OWN TRUMP-ET. In a typical all-American tale of rags to riches, Donald Trump literally built up his multi-billion empire from nothing. Specialising in capitalising on New York's need for housing, Trump bought a series of decrepit buildings and invested in refurbishing them into luxury apartments amd selling them at a vast profit. Since then, Trump's empire has spread into the realms of casinos, hotels and apartments, and the running of these is crammed into his workaholic 16-hours-a-day schedule. His fall was not long in the making, though, and on investing over one billion dollars into his dream Taj Mahal Casino in Atlantic City, the stock market crashed, leaving Trump in major financial difficulties. With interest bills of over ten million dollars accumulating each day, Trumps' empire had to be sold off bit by bit to keep him afloat and only recently has he started to recover from the disaster. On a more personal note, though, it is his costly divorce from childhood sweetheart, Ivana, which had him hitting the headlines. When Trump was seen with bit-part 'actress' Marla Maples (whose only screen credit was as a victim of a lorryload of Melons in Stephen King's Maximum Overdrive), a leading US paper plastered it all over its front page and prompted upset Ivana to take Trump for half his vast wealth.

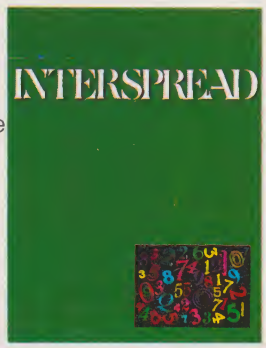
DODD-ERY FINANCES. Another well-known financial 'incident' was related to fluffy-bonced Liverpudlian, Ken Dodd. Doddy, who in his time was responsible for the Diddy Men, the promotion of Knotty Ash and the infamous jam butty mines, was chased by the taxman for over hundreds of thousands of pounds worth of unpaid back taxes, and a massive media even was in the making. Dodd claimed that, as far as he was concerned, he was fully up to date, and in the legal wranglings that followed the poor guy's finances and every penny he spent were lovingly detailed in the papers. Eventually, he was aquitted of all charges, but even now there are stories of his new Diddy men recruits – Diddy Pay and Diddy Hell...

WORD OF MOUTH

Boasting an intelligent system which gives you information on your writing style, Interword is an effective English teacher, which only lacks a cane and blackboard. Mat Broomfield wonders if there's mortar (board) life than this...

The word processor market is already well supported, with the likes of *Word Perfect, Kind Words, Scribble!*, and *Excellence* all vying for recognition. Where *Interword* scores over these others, however, is in its sheer user-friendliness. It's literally brimming with features to make your life easier.

The package consists of four disks and a slim but useful manual. The main program takes up about 300K of memory once loaded, and therefore only needs the standard half megabyte of memory in which to run. The remaining disks contain the English/American dictionary. The dictionary has been arranged to minimise disk swapping by grouping all of the most commonly used words on disk two. The less common words are split in order of rarity between disks three and four.



For those of you who have used an Apple Macintosh, you may sense a distinct similarity between *Interword* and *Macwrite* in several respects. The work screen is quite busy looking, with icons and menus all over the place. This is initially are used to the simplicity of *Scribble!*, but all of the icons work logically, and they soon become a useful asset. At its most basic, *Interword* is a very good word processor that has all the usual options. Where it really begins to shine, is when you begin to notice how many 'professional' options it features; options that are not usually included in a package of this price. When Editing your text, there are numerous short cuts to make life easier. Highlighting sections of your text for cut and paste operations etc, can often be reduced to a single menu selection, which will select a single word, a sentence, a line, a paragraph, or even the entire document.

Interword supports headers and footers. These are items of text written above, or below, the usual level of type. Margin notes can be included, it can automatically insert hyphens and it also has an option called 'soft hyphen', whereby you insert hyphens wherever you want, but the program only uses them if the hyphenated word falls at the end of a line. You can also change any piece of text from upper case to lower case, or vice versa. In additon, the software also features a stats menu which details how many times a particular word is used and other useful info.

READ 'EM AND WEEP

When you check the statistics on your document, *Interword* generates a figure called the Legibility Index (LIX). This number tells you how readable your document is. The higher the number, the less readable the document becomes. For example, magazines have a LIX of about 35, wheras legal documents are up in the mid-forties. The LIX of a document is calculated by multiplying together the number of words, long words, full stops etc. This is a great feature which enables you to ensure that your writing is always suitable for your target readership.

Comprehensive printer options, a friendly file-handling system and very fast screen updates when editing, are just some of the remaining features which combine to make *Interword* a truly impressive piece of software. For about the same price as *Kind Words* (£49.95), *Interword* is in a different league.

The *Inter* series of software should be available in the shops by the time you read this. If you want to find out more, you can contact Interactivision's UK distributor at;

GEM Distribution,
Lovet Road,
The Pinacles,
Harlow, Essex,
(0279) 412441

NEW! Flight of the Intruder Packs

GORDON HARWOOD



'FLIGHT OF THE INTRUDER' 1Mb Packs now available!

FANTASTIC NEW FLIGHT SIMULATOR

NEW! 1Mb. Amiga

POWERPLAY

INTRUDER PACK 1



THAT'S RIGHT HARWOODS HAVE PUT TOGETHER THE ULTIMATE SCREEN GEMS PACKS YET AGAIN, STARTING WITH 'FLIGHT OF THE INTRUDER' PACK 1 AND INCLUDING 15 GREAT GAMES!

Just look at what you get...

- ☆ AMIGA A500 COMPUTER **WITH 0.5Mb. UPGRADE TO A FULL 1Mb.**
- ☆ FLIGHT OF THE INTRUDER
- ☆ SHADOW OF THE BEAST II
- ☆ DAYS OF THUNDER
- ☆ BACK TO THE FUTURE II
- ☆ NIGHT BREED
- ☆ MICROSWITCHED JOYSTICK
- ☆ TAILORED DUST COVER
- ☆ MOUSE MAT
- ☆ PLUS 10 MORE GREAT GAMES...
  - ☆ Datastorm
  - ☆ Dungeon Quest
  - ☆ E-Motion
  - ☆ Grand Monster Slam
  - ☆ RVF Honda
  - ☆ AND...DELUXE PAINT II
  - ☆ Drivin Force
  - ☆ Pipemania
  - ☆ Rock 'N' Roll
  - ☆ Skweek
  - ☆ Tower of Babel



...The pack for any serious Games Enthusiast!

INTRUDER PACK 1 PRICED AT AN INCREDIBLE...

£399*

ALL OUR AMIGAS ARE UK SPEC AND INCLUDE THE FOLLOWING...

- ❑ 1Mb. Disk Drive
- ❑ TV Modulator
- ❑ 4096 Colours
- ❑ Multi Tasking
- ❑ Speech Synthesis
- ❑ Amiga Basic Programming Language
- ❑ 4 Channel Digital Stereo Sound
- ❑ Amiga Mouse
- ❑ 3 Operation Manuals
- ❑ Workbench 1.3 Disks
- ❑ Tutorial Disk
- ❑ ALL Cables
- ❑ Simple 'Notepad' Word Processor

PLUS... All OUR Amigas are backed by Harwoods Great Service (please see full details in our 'Ordering Made Easy' panel on Page 3)

Amiga MONITORS



THE SUPERB PHILIPS CM 8833/II STEREO COLOUR MONITOR

Stereo High Resolution Colour Monitor

The Philips CM 8833 Mk II is the successor to the ever popular CM 8833. This versatile multipurpose 14-inch monitor offers excellent colour graphics performance with a wide range of home and personal computers.

The CM8833/II can also be used as a TV Monitor when connected to either a VCR, Colour or Mono Video Camera or TV tuner (available separately). Please ask for further details.

- ❑ RGB/AI, TTL, Comp. Video & stereo audio inputs
- ❑ Can also be used as a TV with VCR or Tuner
- ❑ Features retractable foot ❑ Twin Speakers
- ❑ FREE lead for YOUR computer ❑ Earphone Jack Socket
- ❑ FREE 12 Month on site service warranty.

A MOST VERSATILE STEREO COLOUR MONITOR AVAILABLE FOR ONLY...

£249.95*

CBM 1084S STEREO COLOUR MONITOR

Commodore's Own Stereo High Resolution Colour Monitor

- ❑ RGB/AI/TTL, Comp. Video/Audio Inputs
- ❑ Can be used as TV with VCR or tuner
- ❑ Twin Speakers for stereo output
- ❑ Supplied with cables for A500, CGA PC, C16-64-128

£269.95*

Amiga 1Mb SAVE £20 on individually

Amiga 1Mb SAVE up to £ individually

Amiga 1Mb

Amiga 1Mb

SAVE £20 over individually priced items

Amiga 1Mb. POWERPLAY

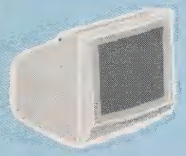
INTRUDER PACK 2

HARWOOD'S BRILLIANT AMIGA 1Mb FLIGHT OF THE INTRUDER PACK 2

The fantastic Amiga and ALL THE EXTRA'S detailed in Harwoods Intruder Pack 1 above, AND then you also get...



THE SUPERB PHILIPS CM8833/II STEREO COLOUR MONITOR



Twin Stereo Speakers, Green Screen Switch, Lead to Amiga, Free Tailored Dust Cover and 12 Months on-site warranty (See monitor panel for details)

A SPECIAL PACK FROM HARWOOD'S TO LET YOU SEE THOSE GAMES WITH SUPERB CLARITY AND IN FANTASTIC STEREO FOR ONLY...



£629.95

INTRUDER

SAVE up to £50 over individually priced items

Amiga 1Mb. POWERPLAY

INTRUDER PACK 3

HARWOOD'S BRILLIANT AMIGA 1Mb FLIGHT OF THE INTRUDER PACK 3

The fantastic Amiga and ALL THE EXTRA'S detailed in HARWOODS Intruder Pack 1 above, and then you also get...



THE SUPERB PHILIPS CM 8833/II STEREO COLOUR MONITOR

With FREE Dust Cover and Cable to your Amiga and including a 12 Months on-site warranty (See monitor panel for details)



AND

THE BRILLIANT STAR LC200 COLOUR PRINTER...



185/40 cps, Full Colour 9 Pin NLQ Dot Matrix Printer with FREE Dust Cover and cable to your Amiga (See printers on page 3 for further details)

(Or choose an alternative from our range & adjust by the difference in price from the listed LC 200 price on page 3)

NOW AVAILABLE WITH THE CITIZEN SWIFT 9 COLOUR PRINTER AT NO EXTRA COST!!!
(IN PLACE OF STARS LC 200 COLOUR)

A SPECIAL MONITOR AND PRINTER PACKAGE FROM HARWOODS TO SET YOU UP COMPLETELY AND ALL AT A PRICE YOU'LL FIND HARD TO BEAT!



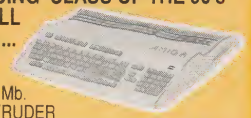
£834.95

INTRUDER

Amiga 1Mb. POWERteach

INTRUDER EDUCATION PACK 4

A MORE SERIOUS PACKAGE ASSEMBLED BY HARWOOD'S INCLUDING 'CLASS OF THE 90's' FIRST STEPS AND ALL OF THE FOLLOWING...



- AMIGA A500 COMPUTER WITH 1Mb.
- FLIGHT OF THE INTRUDER
- PRO-WRITE 2.5 (Wordprocessor)
- INFOFILE (Database)
- MUSIC MOUSE (Instrument Program)
- LET's SPELL AT HOME
- AMIGA LOGO with TALKING TURTLE
- BBC BASIC EMULATOR
- DELUXE PRINT II *and* DELUXE PAINT II,
- FULLY MICROSWITCHED JOYSTICK
- TEN BLANK COMMODORE 3.5" DISKETTES
- MOUSE MAT, PLUS...TEN GREAT GAMES

Datastorm, Dungeon Quest, E-Motion, Grand Monster Slam, RVF Honda, Drivin Force, Pipemania, Rock 'N' Roll, Skweek, Towers of Babel,

First Steps is Endorsed by the National Assoc. for Primary Education

ALSO INCLUDED WITH PACK 4 TO HELP YOU PROGRESS...

FREE! A STEP-BY-STEP VIDEO TAPE!
How to set up and get the most from your new... Amiga A500 and software pack



FREE! GUIDES TO THE NATIONAL CURRICULUM FOR PARENTS
Detailing the basic elements of the National Curriculum for parents with Primary and Secondary School children

FREE! RESOURCE FILE
An explanatory file about applying First Steps software within the National Curriculum

HARWOOD SPECIAL INTRUDER PACK 4 AT A SPECIAL PRICE



£579.95

INTRUDER

BUILD YOUR OWN PACK...
PACK 5-As above with CM8833 £799
PACK 6-As Pack 5 + LC200 Col. Printer £999

WE ALSO HAVE OTHER AMIGA EDUCATION PACKS... PHONE NOW FOR FULL DETAILS!

Amiga 1Mb. POWERPRO

INTRUDER BUSINESS PACK 7

INTRUDER PACK 7 COMES FROM HARWOODS AND INCLUDES ALL THE FOLLOWING...

A PROFESSIONAL PACKAGE PUT TOGETHER FOR THE BUSINESS MINDED AMIGA USER



AMIGA A500 WITH 1Mb. MEMORY INC. CLOCK
(See Standard Features List)

+

SUPERB PHILIPS CM 8833/II STEREO COLOUR MONITOR

+

STAR LC200 9 PIN NLQ FULL COLOUR PRINTER
(Or choose an alternative from our range, and adjust by the difference in price)

+ **A HOST OF BUSINESS SOFTWARE & ACCESSORIES...**

PEN PAL V1.3 (Word Processor)...1Mb.
(See page 4 for further details)
SUPERBASE II PERSONAL (Database)
SUPERPLAN (Spreadsheet)...1Mb.

- TUTORIAL DISK
- DELUXE PAINT II
- DAYS OF THUNDER
- BACK TO THE FUTURE II
- SHADOW OF THE BEAST II
- NIGHT BREED
- MICROSWITCHED JOYSTICK
- 10 BLANK 3.5" DISKS
- DISK LIBRARY CASE
- MOUSE MAT
- 3 TAILORED AMIGA DUST COVERS

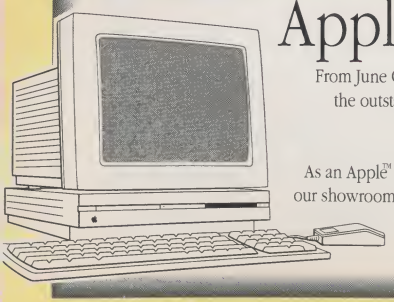
AND...FLIGHT OF THE INTRUDER

NOW AVAILABLE WITH THE CITIZEN SWIFT 9 COLOUR PRINTER AT NO EXTRA COST!!!
(IN PLACE OF STARS LC 200 COLOUR)

INTRUDER

WE MEAN BUSINESS AT THE GREAT LOW PRICE OF JUST...

£899.95



Apple™ in Alfreton...

From June Gordon Harwood Computers will be supplying the outstanding Apple™ Macintosh™ range of complete Hardware and Software Solutions available from just... £675 *Inclusive of VAT*

As an Apple™ Authorised Dealer, systems are available through our showroom only. Please visit us for your *personal* introduction to this exceptional range of friendly to use yet powerful graphical computers

Gordon Harwood Computers

Authorised Dealer

Apple, the Apple logo, Macintosh and Classic are trademarks of Apple Computer, Inc. All other trademarks are acknowledged.

REMEMBER AFTER YOU'VE BOUGHT FROM HARWOODS, WE'LL STILL BE HERE...

TECHNICAL SUPPORT: You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased.

12 MONTH WARRANTY: Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the whole of the guarantee period, warranty service will be completely FREE OF CHARGE and a FAST turnaround is GUARANTEED by our OWN ENGINEERS!

COLLECTION FACILITY: Computers, monitors or printers requiring warranty service can be collected from your home FREE OF CHARGE during the whole guarantee period (UK Mainland only)



Please see page 3 for our easy ordering procedures. Just compare the service we offer!

GORDON HARWOOD
HARWOOD
HARWOOD
Computers

GORDON HARWOOD COMPUTERS
DEPARTMENT /D2, NEW STREET
ALFRETON, DERBYSHIRE, DE5 7BP
TEL:0773 836781 FAX:0773 831040

Amiga STORAGE



HARWOODS SUPERSLIM 3.5" 2nd DRIVE

❑ With Long Cable, Disable Switch, Throughport, Access Light, For 500/1000/2000/3000

New LOW Price!!! **£57.95**

COMMODORE A590 20Mb HARD DISK DRIVE WITH 0.5 Mb. MEMORY
Commodore's own hard drive for the A500

- ❑ Autoboot with Kickstart 1.3
- ❑ Sockets for up to 2Mb RAM expansion
- ❑ DMA access ❑ External SCSI port
- ❑ Complete with 0.5 Mb. Memory FREE!

£299.95

COMMODORE A590 20Mb HARD DRIVE BUT... UPGRADED TO A FULL1Mb.
As above but with a total of 1Mb memory!

£319.95

COMMODORE A590 20Mb HARD DRIVE BUT... UPGRADED TO A TOTAL OF 2Mb.
As above but with a 2Mb memory!

£349.95

Please note that prices for products containing RAM chips may fluctuate from time to time

FREE... Fully Tailored Dust Cover with all Dot Matrix Printers

PRINTERS



All printers in our range include the following features...
Standard Centronics parallel port unless otherwise stated for direct connection to Amiga, PC's, ST etc. and come with a... FREE CONNECTOR LEAD & TAILORED DUST COVER!

When you are comparing our prices to others make sure that the same essential items are included eg. Printer Lead, Dust Cover, Postage and VAT etc.

All the characters Per Second speeds quoted below are Draft/LQ at 10cpi

CITIZEN 120D+ - Up to 120/25 cps — £149.95
Very reliable low cost printer (please specify interface on order)

- ❑ Interchangeable interfaces for Centronics RS 232 or Serial type for CBM 64 etc
- ❑ Full 2 Year manufacturers warranty

STAR LC10 - Up to 120/25 cps — £159.95
Our most popular Mono Dot-Matrix printer and at a super low price

- ❑ Multiple font options easily accessible from front panel
- ❑ Excellent paper handling facilities
- ❑ Simultaneous, continuous and single sheet stationery
- ❑ 240 x 240 dpi Graphics

CITIZEN 124D MONO 24 PIN PRINTER — £209.95

- ❑ 360 dpi - 24 Pin MONO
- ❑ 8K Buffer - Expandable
- ❑ 3 Fonts, Superb letter quality
- ❑ Push & Pull Tractor feeds
- ❑ 2yr Warranty
- ❑ Feed for labels & multi-part stationery
- ❑ Low running costs

STAR LC 24-10 - Up to 180/60 cps — £214.95
24 Pin version of the Star LC Series with

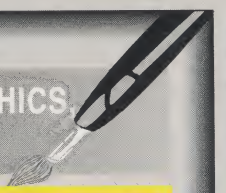
- ❑ Exceptional letter print quality
- ❑ 360 x 360 dpi Graphics
- ❑ Additional font cartridges available
- ❑ 8 resident fonts

STAR LC200 GREAT COLOUR PRINTER - 185/40 cps — £214.95
This is the one in our packs!

- ❑ 80 Column Dot Matrix
- ❑ 240 dpi - 9 Pin COLOUR
- ❑ 16K Buffer, 8 Resident Fonts
- ❑ Front Panel Pitch Selection
- ❑ Micro paper feed, Max. paper width 11.7"
- ❑ Supplied with colour & mono ribbons
- ❑ Paper park with auto single sheet loading
- ❑ Programmable from front panel.

CITIZEN SWIFT 9PIN COLOUR - Up to 160/40cps — £229.95
Now super high spec 9Pin colour printer

AMIGA SOFTWARE, GRAPHICS, SOUND AND BOOKS



MUSIC 'X' Latest Vers1.1 with MIDI-INTERFACE & CABLE — £79.95
Latest Version 1.1 - The ultimate professsional midi sequencing package on any computer ...BAR NONE!

MASTERSOUND — £33.95
High quality 'Mono' Sampler. Mono samples are better than stereo when sampling instruments for your own music with soundtracker

MIDI INTERFACE (5 PORT) — £24.95
In, Out, Through + 2 Switchable Through/Out inc Cable

HARWOODS 'PRO-GEN'
NEW HIGH QUALITY GENLOCK AT THE SORT OF PRICE YOU'D EXPECT ONLY FROM GORDON HARWOOD COMPUTERS!!!
Equivalent specification to Rendales' 8802 and compatible with ALL video titling and graphics/animation software!...Requires 1Mb. min.

Supplied with FREE titling software!!!
FREE 'SPECTRA COLOR' with every Pro-Gen! The only 4096 colour paint AND animation program for the Amiga! From the creators of Photon Paint

£119.95

VIDI - The Complete Colour Solution — £179.95
Vidi with RGB Splitter, Frame Grabber and Digitiser
Grabs moving colour video into 16 grey scale frames (up to 16 frames on a 1Mb. Amiga) and digitises from still colour video source in up to 4096 colours in less than 1 second!
Requires home VCR or video camera for Grabbing
Requires Video camera or VCR with perfect pause for Digitising

COLORPIC...The best colour grabber by far! — £399.95
Instant colour frame grabbing from moving video. Capture superb digitised video images in a range of resolutions from standard composite video source eg domestic TV video rec. or camera in a 50th of a second.

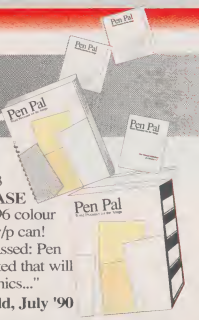
RENDALE 8802 Genlock Including Cables — £184.95
Home/Semi Professional standard Genlock, allows computer display mixes with composite video signals for titling etc.

MODE SWITCHBOX FOR RENDALE 8802/PRO GEN — £34.95

PODSCAT 12" x 12" Graphics Tablet complete — £219.95
Supplied with driver s/w, it replaces your mouse and thus works with ALL applications s/w. Also available for IBM PC/Compatibles

PROFESSIONAL PAGE Vers 2.0 - Updated release! — £159.95
Requires 1Mb...Total Publishing Power; c/w quality outline fonts

PEN PAL



Pen Pal V.1.3
WORD PROCESSOR/DATABASE
With Pen Pal you can mix text, 4096 colour graphics & data in ways no other w/p can!
"It's handling of graphics is unsurpassed: Pen Pal is the only word processor I tested that will automatically wrap text round graphics..."
Amiga World, July '90

£79.95

PEN PAL Vers 1.3 WITH 512K Amiga RAM Expansion £99.95!

BOOKS For beginners and Experts alike!

ORDERING MADE EASY

Before you choose from whom to purchase, please give us a call. We are always more than happy to discuss your requirements, and answer any queries you may have...

ORDER BY PHONE: Phone our Order Hotline with your Access, Visa, Mastercard or Lombard/NASCR Credit Charge Card quoting number & expiry date.

ORDER BY POST: Make cheques, bankers building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Personal or business cheques take 7days to clear from day of receipt whereupon your order will be despatched)
Please send Name, Address, and most importantly if possible, a Daytime Telephone Number along with your order requirements. Please check you are ordering from one of our latest advertisements before posting (phone if you require confirmation). Please remember that for example many September publications appear during August, therefore prices you see may have changed (either up or down).

FREE POSTAL DELIVERY: FREE within 14 working days, UK Mainland only.
OR **COURIER SERVICE**...Add £5 per major item for next working day delivery, UK Mainland most regions.
(Goods normally despatched on day of ordering or payment clearance)

EXPORT ORDERS: Most items are available at TAX FREE PRICES to non UK residents when visiting us or for export shipment. Please contact us for ordering information.

REMEMBER AFTER YOU'VE BOUGHT FROM HARWOODS, WE'LL STILL BE HERE...

TECHNICAL SUPPORT: You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased.

12 MONTH WARRANTY: Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the whole guarantee period, warranty service will be completely FREE OF CHARGE and a FAST turnaround is GUARANTEED by our OWN ENGINEERS!

COLLECTION FACILITY: Any computer, monitor or printer requiring warranty service can be collected from your home FREE OF CHARGE during the guarantee period (UK Mainland only)

FULL TESTING PROCEDURE: All computers are tested prior to despatch, and all items are supplied with mains plug and leads as required - just connect up and use straight away.

REMEMBER WE'RE NOT JUST ANOTHER MAIL ORDER COMPANY...

All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT and postage are included, and prices are correct at time of going to press (Pack details may vary from time to time). Offers are subject to availability and to being the latest advertised packs and prices. Our offers are NOT supplied on a trial basis. E&OE

FINANCE FACILITIES

Finance tailored to suit your needs. Written details on request.

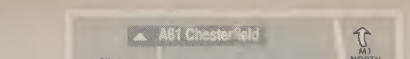
Gordon Harwood Computers offer facilities to purchase using our budget account scheme. APR 36.8% (Variable). Available to most adults of eighteen years or over, subject to status. Simply phone or write and we will send you written details along with an application form. Applications, required in advance, available to full time U.K. mainland residents and overseas British forces personnel. Showroom visitors, please ask for details of our in-store "Instant Account". Written quotations on request.

If you are already the holder of a Lombard Credit Charge Card you can use this to purchase from us (subject to your personal card limit)

VISIT OUR SPACIOUS SHOWROOM

Please pay us a visit where our full range of advertised products, at the SAME COMPETITIVE PRICES, AND MORE, is on sale. 'ALL UNDER ONE ROOF', in pleasant surroundings at our purpose fitted showroom *(See note below map)*. There's plenty of FREE parking close by.

OPENING TIMES: 9.00 til 5.00 Monday to Saturday
9.00 til 1.00 Wednesday



This is the one in our packs!

- 80 Column Dot Matrix
- 240 dpi - 9 Pin COLOUR
- 16K Buffer, 8 Resident Fonts
- Front Panel Pitch Selection
- Push/pull tractor & rear/bottom feeds
- Reverse paper feeds
- Micro paper feed, Max. paper width 11.7"
- Supplied with colour & mono ribbons
- Paper park with auto single sheet loading
- Programmable from front panel, no DIP switches
- 12 month warranty

CITIZEN SWIFT 9PIN COLOUR - Up to 160/40cps — £229.95

New super high spec 9Pin colour printer

- 8K Buffer 4 Fonts
- Push and pull tractor built-in
- Feed for labels/multi part stationery
- 240 x 240 dpi Colour Graphics
- Best text quality in our 9Pin range
- 2 Year Citizen warranty

STAR LC24-200 24 PIN MONO PRINTER - 220/55 cps — £259.95

New Star 24 pin that means business!

- 80 Column Dot Matrix
- 360 dpi - 24 Pin MONO
- 7K Buffer expandable to 39K
- 10 Resident Fonts
- Front Panel Pitch Selection
- Push/pull tractor & rear/bottom feeds
- Reverse paper feed
- Paper park with auto single sheet loading
- Micro paper feed, Max. paper width 11.7"
- Supplied with mono ribbon
- Faster than the old LC24-10
- Extra font cartridges available
- Program from front panel, No DIP switches
- 12 month warranty

STAR LC24-200 NEW COLOUR PRINTER - 220/55 cps — £309.95

Colour version of the new LC24-200 Mono

- 80 Column Dot Matrix
- 360 dpi - 24 Pin COLOUR
- 30K Buffer expandable to 62K
- 10 Resident Fonts
- Front Panel Pitch Selection
- Push/pull tractor & rear/bottom feeds
- Reverse paper feed
- 12 month warranty
- Paper park with auto single sheet loading
- Micro paper feed, Max. paper width 11.7"
- Supplied with colour & mono ribbons
- Better quality than LC200 colour
- Extra font cartridges available
- Programmable from front panel, No DIP switches

CITIZEN SWIFT 24 PIN COLOUR - Up to 160/50 cps — £319.95

24 Pin Colour Printer "EUROPEAN PRINTER OF THE YEAR 1990"

- Push and pull tractor built-in with bottom feed for labels & multi-part stationery
- 360 x 360 dpi Colour Graphics
- 2 Year Citizen warranty

STAR XB PRINTER RANGE Up to 240/80 cps 24-10 COLOUR, OR 24-15 COLOUR

£399.95 24-10 Colour

Wide Carriage £499.95 24-15 Colour

Two very fast LQ 24Pin Colour Printers
(15" Wide Carriage versions 41 exp. to 201K buffer)

- Exceptional print quality
- 4 x 48Pin super letter quality fonts
- 24 x 24Pin near letter quality fonts
- Huge 27K buffer expandable to 187K
- 360 x 360 dpi Colour Graphics
- 12mths on-site warranty (UK Mainland)

HEWLETT PACKARD PAINTJET A4 — £899.95

Our best quality full colour printer at a realistic price

- Parallel/Centronics or Serial RS232 I/F (specify with order, MAC option available)
- For presentation graphics/DTP, CAD and technical/scientific applications
- A full page of colour graphics in 4 minutes (typical)
- Non impact printing, virtually silent, 43dba
- Will print transparencies
- 12 Months on-site warranty (UK Mainland)

STARSCRIPT - 8ppm POSTSCRIPT LASER — £1595.95

Up to the minute Laser Printer for PC, Amiga, ST or MAC

- 300 DPI, 2Mb. Upgradable to 5Mb.
- Emulations inc: HP Series II, Epson EX800, IBM Proprinter & Diablo 630
- Serial/Parallel printer interface built-in
- Inc. 12mth on site warranty (UK Mainland)
- Every desktop publishers dream

RIBBONS

Genuine... PRINTER RIBBONS	SINGLE	6 PACK
STAR LC10 Mono/Colour & LC10 Mk II BLACK Ribbon	£4.95	£24.95
STAR LC10 COLOUR Ribbon	£6.90	£34.95
STAR LC24-10 BLACK Ribbon	£6.90	£34.95
STAR XB24-15 BLACK Ribbon	£14.95	£74.95
STAR XB24-15 COLOUR Ribbon	£14.95	£74.95
STAR LC200 Colour Ribbon	£7.49	£39.95
STAR LC200 BLACK Ribbon	£4.95	£26.95
CITIZEN 120D, 180D, ST10 & SWIFT 9 BLACK Ribbon	£4.95	£26.95
CITIZEN SWIFT 9 COLOUR Ribbon	£7.95	£40.95
STAR LC200 BLACK Ribbon	£12.95	£69.95
STAR LC200 COLOUR Ribbon	£12.95	£69.95
CITIZEN SWIFT 24 COLOUR Ribbon	£12.95	£69.95

Amiga World, July '90

£79.95

PEN PAL Vers 1.3 WITH 512K Amiga RAM Expansion ~~£99.95!~~

BOOKS For beginners and Experts alike!

AMIGA FOR BEGINNERS - VOL. 1 ABACUS BOOKS, From unpacking your Amiga to creating your own icons, includes first use of basic and extras disk.	£12.95
AMIGA BASIC INSIDE AND OUT - VOL 2 ABACUS BOOKS, The definitive step by step guide to programming your Amiga in basic.	£18.95
AMIGA MACHINE LANGUAGE - VOL 4 ABACUS BOOKS, Practical guide to learning 68000 assembler language on the Amiga	£18.45
AMIGA DOS INSIDE AND OUT - VOL 8 ABACUS BOOKS, The complete guide to Amiga DOS and the CLI. NEW Edition inc. DOS vers 2.0	£18.45
AMIGA PROGRAMMERS HANDBOOK II - SYBEX, In depth reference to device I/O programming for the Amiga series of computers.	£23.95
AMIGA HARDWARE REFERENCE MANUAL - ADDISON WESLEY, written by the technical experts at Commodore Amiga Inc. USA....The people who designed your Amiga. Hardware level machine code prog. at advanced level.	£21.95

WE ALWAYS CARRY LARGE STOCKS OF THE FULL RANGE OF ABACUS BOOKS...Phone us for details!

EDUCATIONAL SOFTWARE For most age groups!

PRIMARY MATHS COURSE - Ages 3 to 12, Complete 24 Programme Course.	£21.95
BETTER MATHS - Ages 12 to 16, Higher level to Linear/Quadratic Equations.	£21.95
MICRO MATHS 24 easy to use programs for GCSE ('O' Level) revision or self tuition	£21.95
MEGA MATHS - A 9 level step by step tuition course. Ideal for mature beginners, 'A' Level studies & Micro Maths users	£21.95
MICRO FRENCH - GCSE French tuition or revision course. Covers both spoken & written French	£21.95
MICRO ENGLISH - A complete programe of self-tuition up to GCSE standard	£21.95
THE THREE BEARS - Ages 5 -10, Develops imaginative thought/reading skills.	£22.95
SPELL BOOK - Ages 4 to 6, Developed with the help of a Primary School Head Teacher to aid spelling skills.	£17.95
PLAY AND READ - Ages 4 to 9, The complete reading tutor. Part 2 teaches spelling to the beginner at reading.	£18.95

ACCESSORIES

3.5" DISK HEAD CLEANER — £2.99

Essential maintenance for your disk drive. Keep clean and trouble free.

BLANK DISKS with labels

10 Genuine Commodore 3.5" branded	Only £9.95
10 Unbranded with library case 3.5" certified	Only £7.95
200 Unbranded 3.5" certified	Only £72.50

HARWOODS PRO RAM PACK — Only £32.95

512K Memory Expansion for the Amiga...simply plugs in! 16 Chip, same configuration as A501 for full compatibility with latest 8327A Amiga 1Mb. Blitter. Enable/Disable Switch and Real Time Battery Backed Clock.

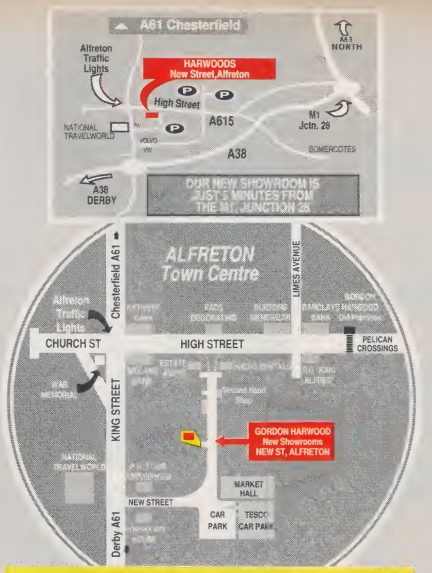
HARWOODS SUPER PRICE DEALS!

NAKSHA MICROSWITCHED MOUSE Amiga/ST/Amstrad PC	Only £24.95
GOLDEN IMAGE OPTICAL MOUSE For the Amiga	Only £32.95

Shown above is just a small selection from our vast range of serious Software, Books and Accessories...please phone us with YOUR requirements!

in pleasant surroundings at our purpose fitted showroom *(See note below map)*.
There's plenty of FREE parking close by.

OPENING TIMES: 9.00 til 5.00 Monday to Saturday
9.00 til 1.00 Wednesday
Closed on Sundays



We have several specialised systems on permanent display. However, should you require a 'special' specific product demonstration we will be happy to oblige. Just phone us in advance to make the necessary arrangements.

GORDON HARWOOD

HARWOOD

HARWOOD

Computers

ORDER HOTLINE ORDER HOTLINE

0773 836781

Access VISA Creditcharge

GORDON HARWOOD COMPUTERS
DEPARTMENT /D2, NEW STREET
ALFRETON, DERBYSHIRE, DE5 7BP
TEL:0773 836781 FAX:0773 831040

SELL OUT

TO BE SEEN IN SELL - OUT
CALL DAVID CORRIE ON 071 251 6222

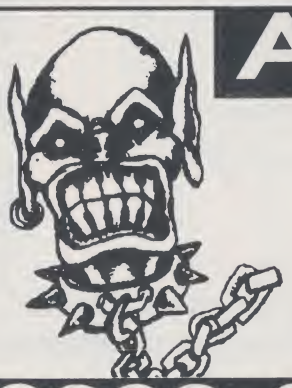
!!! AMIGA GAMES PROGRAMMERS !!!

Want to write Amiga games?
Need help programming the custom hardware?
The **AMIGA GAMES PROGRAMMERS GUIDE** is a new book explaining all aspects of game-writing!
Including Copper, Blitter, Sprites, Audio etc. & source code!
For FULL DETAILS, send an SAE **NOW** to: Ditchburn Computers,
2 The Woodlands, Nunthorpe, Middlesbrough, Cleveland TS7 0PH.

GAMES DOMAIN P.D.

*Seven Tiles (Great speedball clone!)
*Drip! (1 meg: Arcade game)
*Turrican (Playable demo)
*Monopoly (complete game)
*Popeye (Hand- held on Amiga?)
*Return To Earth (P.D. Elite!)

ONLY £1.00 PER DISK! INCL P&P
CHEQUES P/O'S TO:
GAMES DOMAIN P.D. DEPT (C)
22 BROADWATER CRESENT
STEVENAGE HERTFORDSHIRE SG2 8EQ
SEND STAMP FAR A COMPLETE LIST.



ALIENS

Can You Kill The ALIENS For CASH PRIZES

0898 313 573

Infodial PO Box 36 LS1 4TN Call Charges 34P Per min Cheap Rate 45P all other times

JOKE OF THE CENTURY
0898 800 206

FAT FREDA'S RUDE JOKES
0898 800 207

AUSSIE NAUGHTY JOKES
0898 800 209

BAD TASTE JOKES
0898 800 210

NAUGHTY JOKE LINE
0898 800 238

ROGER SMELLIE
0898 800 211

ULTRA- NAUGHTY JOKE LINE FOR READERS OF SMALL PRINT
0898 800 205

HORROR LINE
0898 800 208

These calls are more expensive than ordinary phone calls, please ask your parent's permission before calling. Calls cost 34p per min cheap rate, 45p at all other times inc VAT

PLEASE CAN I HAVE AN AD IN SELL OUT

Lineage - 30p per word to private idividuals - 20 words min.
40 words maximum, 40p per word to Trade, 20 words min - 40 words maximum.
Semi-display - £15 for S.C.C.Ring 071 251 6222.
All classified and semi-display advertising is pre-payable.
All classified ads are subject to space availability.

PLEASE PRINT IN CAPITALS

I ENCLOSE CHEQUE / P.O. FOR £

NAME.....

ADDRESS.....

.....

TOTAL NUMBER OF WORDS.....

POST TO: **Ad Dept, CU Amiga, Priory Court, Farringdon Lane, London EC1R 3AU.**

WARNING
It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through our classified section are genuine tapes, disks, or cartridges bought from shops or by mail order from software houses

WANTED



DEAD OR ALIVE

USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

CASH PRIZES

0898 31 35 90

INFODIAL POBox 36 LS1 4TN Call charges 34p Per Min Cheap 45p Per Min All Other Times

AMIGA SOFTWARE FOR SALE! £1.50 per disk. For more info, write to: Thomas Torp, Skogbrynet 16C, 0283 Oslo 2, Norway.

AMIGA GAMES FOR SALE! £3.00 each, also contacts wanted, from anywhere! Write to: Prince, 76 Cocker Street, Blackpool, Lancashire England FY1 2EB

AMIGA PD for just 85p inclusive! Same day dispatch and first class post guaranteed! Perspective PD, 6 Clover Close, Cumnor Hill, Oxford. OX2 9JH. Write for a 'Two Free Disk' Offer!

A LOOK at the FUTURE of...

AMIGA NIGHT CLUBS



You've got the music, you've got the rowdy rabble, it's time to groove on down! Hold up! What about the lights? You've got to have lights if you want a proper boogie. Well lucky old you, 'cause on this month's cover disk you'll find a great little program that gives you just that, disco lights.

DISK fourteen

WHAT TO DO

When the light show has loaded, the screen will flash briefly and the drive will start loading further data. Press the spacebar to enter a tempo (speed) command. A requester should appear at the top of the screen allowing you to enter a number. I suggest you enter one between 200 and 300 for now. You should be presented with a flashing IFF screen. Not very impressive I hear you say and, if that were all, you would be right. However, the interesting thing about the light show is that you can do a number of other things with it. You can set it to load any number of IFF screens and display them in order. You can also alter the speed at which the colours change so that they actually change in time to any music you may have playing.



HOW IT WORKS

When the main program has loaded, the light show automatically looks in the PICS directory of the current disk for any screens with the title pic1.IFF, pic2.IFF etc. If it finds more than one screen, it will load them in numerical order, then when it gets to the last, it will start all over again.

When the screen has loaded, the program divides its palette into blocks of four colours, and assigns each block to a set of keys. Therefore, a sixteen colour screen would be divided into four blocks of four colours each. The keys (1-9) represent the first set of colours, the keys (Q-O) control the second set ➢

AMIGA NIGHT CLUBS

AMOS CLUB The disco light show was written for us by Aaron Fothergill of the AMOS club, and is the first generally available program written in AMOS basic, and compiled into 100% machine code using the soon to be released AMOS compiler. If you want to find out more about the wonderful world of AMOS, or need help or advice with your AMOS programs, contact the AMOS Club, 1 Lower Moor, Whiddon Valley, Barnstaple, N. Devon, EX32 8NW. If you prefer to join the club and gain instant access to the AMOS helpline, in addition to receiving six info-packed newsletters per year, send a cheque for £10.00 (UK) or £15.00 (Overseas) to the above address.

➢ of colours, (A-L) controls the third set and (Z-,) controls the last block. When the program is running it then cycles each block of four colours in time with the selected tempo. By using the key groups listed above, you can decide which colours change on which beat. The last key in each row (9, O, and L), resets the colours to their original timings. By moving the mouse left and right, you can take more subtle control over the actual tempo of the colour cycling, as this allows you more immediate changes in tempo.

As you can see, we've included two sample screens for you to see the program running, but with a bit of planning we're certain that you can create far more interesting visual effects. If you come up with any real gems, feel free to send them to us on a disk. Sorry, no



disks can be returned, but if you come up with anything particularly stunning you could find a prize winging its way towards you.

DANCE ENHANCE

Nightclubs are getting in on the act. Rik Haynes profiles one that uses a standard A500 to create the ultimate multimedia dance experience. . . .

They rise after dark. Disciples of sounds, sights and motion. A legal nightclub is their destination. Only this venue is digitally enhanced by the power of the processor. Amiga has just hit the partyzone.

The seaside town of Southend seems an unlikely place to start the next revolution in disco-tech. Essex boys and girls aren't renowned for their tastes in music, dance or fashion. Nevertheless, Ark on a Saturday night attracts ravers from the surrounding urban sprawl and upcoming acts on the club circuit. Recent headliners have included The Scientist (Exorcist, The Bee), N-Joi (Adrenalin, Anthem) and Xpansions (Move Your Body).

These hardcore grooves are supported by a hardware overload. While girls and boys swing their butts on the dancefloor, the surrounding walls – packed with multi-bank monitors – pump out subversive visuals in rhythm to the beat. Psychedelic colours run round the displays in repetition until the next pattern interrupts.

Fuelled by a standard A500 with 2Mb of RAM and genlock device, the 'engineer' can call-up a myriad of effects and background noise. These are mostly provided by public domain demos.

The format is at the height of innovation when *Deluxe Paint III* is used to present 'on-the-fly' animations to match the music.

At last, DJs have a chance to ditch those banal music videos, a format that remains lost somewhere in the mid-1980s.

The spirit is willing, but the flesh is still too weak. By the end of the evening, Bart Simpson had replaced all forms of fractalvision on the video screens. Can you think of any better way to clear the club by 2am?



ADVERTISERS INDEX

ANCO.....18,19
AMIGA DIRECT.....124,125
AMIGA BANDITS.....134
A.B.O.T.S.....107
BDL.....9*
BRENLEE.....138
CASTLE.....147
CORE DESIGN.....32
DATEL.....93,94,95
DIAMOND.....112,113,114
.....115,116,117
DIGICOM.....69
DOMARK.....35
EVESHAM.....156,157
ENTERTAINMENT INT.....43
ELECTRONIC ZOO.....39
ESC.....104
F.M.G.....96
FUTURESOFT.....64
GSF.....104
GUIDING LIGHT.....104
HARWOODS.....170,171
.....172,173
HOBBYTE.....142
I.A.O.S.....145
INPHOLINK.....90
J.A.M.....18*
KOSMOS.....90
LEGEND.....83
MICROPROSE....28,29,78,79
MIRRORSOFT.....51
MICRODEAL.....160
MONUMENTAL MUSIC.....102
NBS.....138
OCEAN.....15,55,62
OFFICIAL SECRETS...10,24*
PREMIER.....70
PALACE.....13
PROTON.....108,164
PRECIOUS PD.....134
PD SOFT.....140
R.C.SIMULATIONS.....102
SILICA SHOP.....73
SOFT EXCHANGE.....58
17 BIT.....136
SOFT SWAP.....104
STRICTLY PD.....139
SOFTWARE CITY.....80
SAGITTARIAN PD.....138
SELL OUT.....174
SIREN SOFTWARE.....87
TRACK.....84
TRILOGIC.....2*
TANK PD.....138
THREE COUNTIES PD.....134
U.S.GOLD.....2,3
VIRGO DEVELOPMENTS....102
VIRUS FREE.....135
WTS.....90,18*

* IN THE CU SUPPLMENT.

CUT THIS OUT AND GIVE IT TO YOUR NEWSAGENT

You've nobody to kick but yourself...



. . .if you don't tell your local newsagent to reserve you a copy of the month's raddest read. So cut this out, hand it over and relaaaaax. . .

Please Mr Newsagent reserve me a copy of **C.U. AMIGA** every month

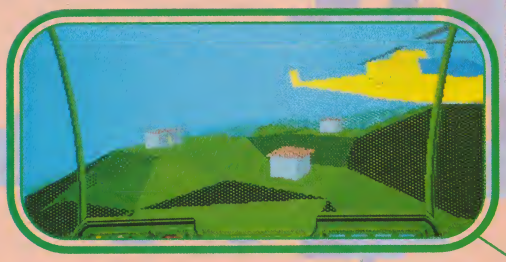
Name _____

Address _____

_____

_____

FLAMES O

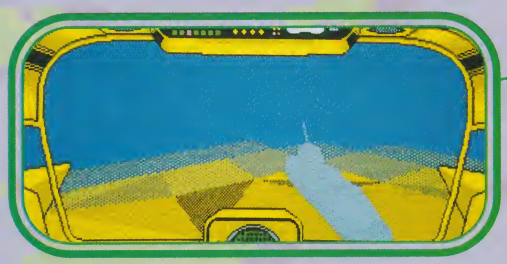


Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.

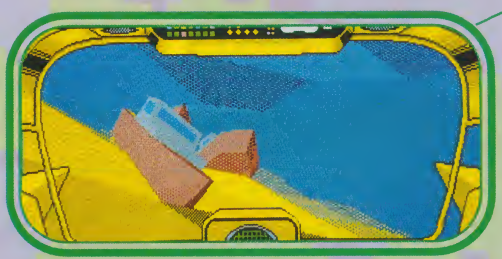
Dogfight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.



Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarine' in which to achieve it.



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.

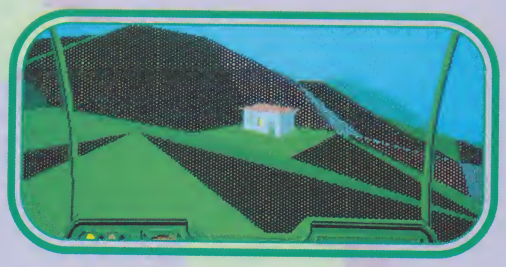
Screen shots shown are taken from the Atari ST versions. Actual sceens may vary by format

TOTAL FREEDOM- FROM RA

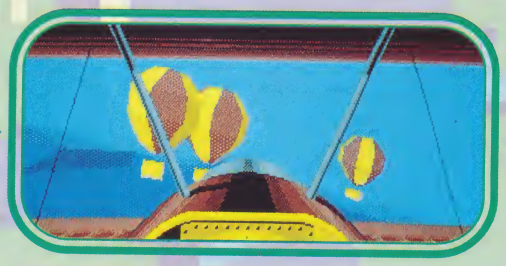
(1,000 miles long X 1,000 miles wide X 15,000 feet high.) + (4,000 characters X 22 mod

OF FREEDOM

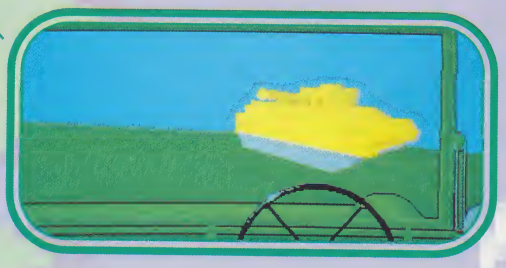
A three dimensional environment packed with action, adventure and strategy. Entering it is easy.....breaking free is what's hard !



A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, Midwinter I.



Fly the skies above the forty-one islands by helicopter, zeppelin, parachute, rocket pack, or, as seen here, biplane and balloon, all offering superb views of the land and of the other aircraft.



The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.



The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.

Flames of Freedom will be available shortly for your Commodore Amiga, Atari ST and IBM PC compatibles.

MIDWINTER FLAMES OF FREEDOM

RAINBIRD MASTERS OF STRATEGY

nodes f transprt X 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

If you desire a challenge beyond human experience..

Move up to a world of role-playing adventure and take on a true challenge

Eye of the Beholder is an unbelievable task for beginner or veteran. But believe this ,whatever your role-playing experience, Eye of the Beholder will SURPRISE, STIMULATE and CHALLENGE you every step of the way.

- *100% point 'n' click game control.*
- *Fully animated encounters with realistic 'you are there' perspective.*
- *A web of deceit and intrigue draws you into the totally addictive plot.*
- *Control up to 6 characters via their portraits and icons.*

SSI's AD&D® computer role-playing games have gained a reputation for great gameplay. Now they have added incredible graphic presentation and a user interface that makes this game the state-of-the-art for computer role-playing adventure games.

EYE OF THE BEHOLDER



Screen shots from various formats

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

U.S. GOLD®

FORGOTTEN REALMS™

SSI STRATEGIC SIMULATIONS INC ™

TSR™

Leading the World in Computer Role-playing Games

AD & D, FORGOTTEN REALMS and the TSR logo are trademarks owned by TSR, Inc., Lake Geneva, WI, USA and used under license from Strategic Simulations, Inc., Sunnyvale, CA, USA. © 1991 TSR Inc. © 1991 Strategic Simulations, Inc. All rights reserved AD & D® Second Edition game rules.

Available on IBM (EGA, CGA, VGA, MCGA, Ad-Lib) & Amiga.

HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE
TEL: 0898 442025

CURSE OF THE AZURE BONDS • POOL OF RADIANCE
CHAMPIONS OF KRYNN TEL: 0898 442026

BUCK ROGERS • SECRET OF THE SILVER BLADES •
EYE OF THE BEHOLDER (When Released) TEL: 0898 442030

OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE TEL: 0839 654284

NEED HELP? CALL THE GOLD PHONE HINTS & TIPS LINE

LUCASFILM HELPLINE • COMPETITION • INDIANA JONES •
ZAK MCKRACKEN • MANIAC MANSION • LOOM •
SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN
TEL: 0839 654123

NEW RELEASES • COMPETITION TEL: 0839 654124

COMPETITION - £200.00 WORTH* OF US GOLD GAMES TO BE WON EACH MONTH.
* At Retail Prices

Service provided by KEENHELME PLC., CANTERBURY HOUSE, NEWHALL STREET, BIRMINGHAM B3 1LH.
If you are under 18 please get permission to use the telephone. Calls cost 34p per minute cheap rate, 45p per minute all other times.